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MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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SHINOBI 3
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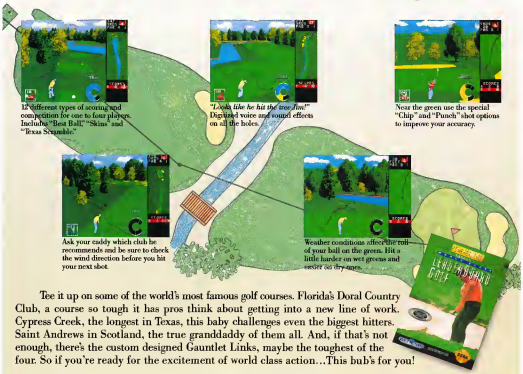


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The All-Sega™ Magazine

February, 1993
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1993...WHAT'S NEXT SEGA?

It has been a very good year for Sega! According to their latest numbers, Sega sold over 4.5 million Genesis systems in the U.S. last year! That is almost triple what it was just one year ago! The sales of the mega-hot Sonic 2 cart are well into the seven digit range, and, any time anybody can sell two hundred thousand CD peripherals in 48 hours, they have to know what they are doing. Not bad, Sega!

But that was 1992. What's next? The Consumer Electronics Show next week will give us our first chance to try out the products we will be playing later this year but from what Sega has told us so far, 1993 promises to be quite exciting.

The peripheral that will get every Genesis player's heart pounding is Sega's new 6 button controller. It's nothing special, just the same old controller with 6 buttons instead of three. But what is exciting is what it suggests - Street Fighter 2.

Sega's new Activator controller sounds interesting, and people at Sega are really hyped on this peripheral, but an infra-red three dimensional power pad? Hopefully Sega will have some good software to go with this unusual device.

The mouse is a much needed peripheral, especially now that more games like the 'make your own music videos' are using on-screen icons. The point-and-click ability of the mouse makes a lot more sense than having to use the controller.

On the game side, Sonic CD looks to be really hot. From the pictures that we were able to get, Sonic (without Tails) is off on a brand new action-packed adventure where he can now time warp on a whole new world! Since it is CD, there will be tons of cinema intermissions and an all new soundtrack. If they stick to their production schedule, Sonic should be out in March.

Hopefully Sega will dump the cheesy pack-ins they now have with their CD peripheral and replace them with Sonic. If they really want to sell systems, they ought to pack Sonic with the new Sega CD 2 and drop the price to $250. Hint, hint.

Beyond these products, the crystal ball starts to get a bit cloudier. It sure would be nice to see a new batch of CD games. How about some that actually use the scaling and rotation features built into the system? But let's not ignore the Genesis market until Fall, like you did last year. An RPG would be great, as would a few innovative games. We haven't had a whole lot of readers pleading for a 16 meg Toe Jam and Earl 2.

Of course, no wish list would be complete without a request for a 32-Bit system. The Giga Drive would be a fantastic Christmas present. It certainly would be a great way to stay ahead of Nintendo when they launch their 32-Bit CD-ROM next year.

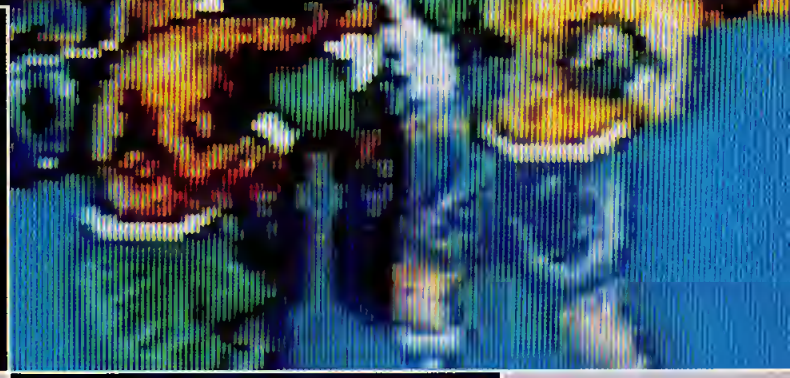
No matter what, 1993 will be a very good year for Sega players. And one thing's for sure, Mega Play will be there with all of the news, as soon as it happens.

Editor
Ed Semrad

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

★ Why settle for anything less than "The Greatest?"







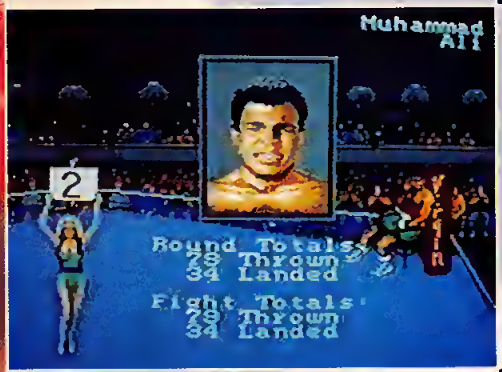
"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI's HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."
—Electronic Gaming Monthly



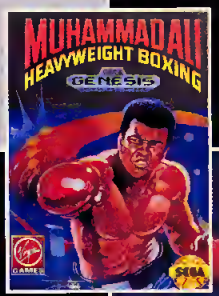
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CONTENTS

Mega Play Has the Best of Sega!

4 - EDITORIAL - A look back at the best and worst of 1992 and a peek into what is in store for us in 1993.

10 - MEGA MAIL - Get the inside scoop on many of the games debuting this Spring for the Genesis, Sega CD and Game Gear systems.



16
HI-TECH SEGA
Sega's new 6 button controller ignites rumors about a possible Street Fighter 2 for their game systems. Check it out!

32
COMING ATTRACTIONS
Sonic's back and he's better than ever... this time on the Sega CD! Take a look at our special sneak preview of this up-and-comer!



24 - MEGA TRICKS: *SONIC THE HEDGEHOG 2, BLACK HOLE ASSAULT, NIGHT TRAP, COBRA COMMAND, UNIVERSAL SOLDIER, LHX ATTACK CHOPPER, GALLAHAD.*

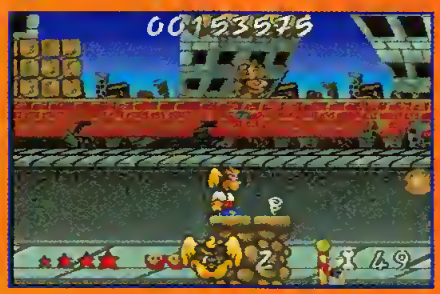
32 - COMING ATTRACTIONS: *FINAL FIGHT CD, ELECTRIC ALESTE, NINJA WARRIORS, JAGUAR XJ220, MAKE YOUR OWN MUSIC VIDEO - KRIS KROSS, THE HUMANS, ROLO TO THE RESCUE, LOTUS TURBO CHALLENGE, MUTANT LEAGUE FOOTBALL, JERRY GLANVILLE'S PIGSKIN FOOTBRAWL, VAMPIRE: MASTER OF THE DARKNESS, CD SONIC THE HEDGEHOG, SHINOBI 2.*

44 - MEGA FILES: *T2: THE ARCADE GAME, SHINOBI 3, ALIEN 3, CHAKAN, BATTLETOADS, ECCO THE DOLPHIN, WONDER DOG, FLASHBACK, STREETS OF RAGE 2, SONIC THE HEDGEHOG 2.*



44
MEGA FILES
Inside this issue you'll find lots of info on great games like Sonic 2, Ecco, Flashback, Chakan, Streets of Rage 2, and Alien 3!

60
SEGA CD
JVC unleashes that wacky mutt from outer space, Wonder Dog! Help him battle the invading pitbulls and save the planet K-9.





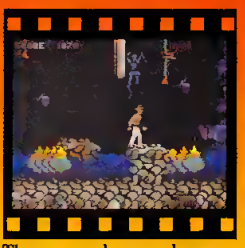
62
GAME GEAR
Experience the horror firsthand! Now you can take all the danger from the blockbuster hit Alien 3 with you on Sega's portable GG.

SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.

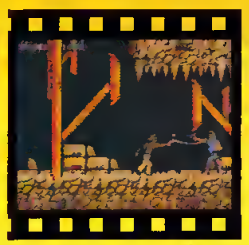
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Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



You don't have time to pet the animals on this Circus Train.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.



Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.



Available for Sega™ Genesis™ and Game Gear™

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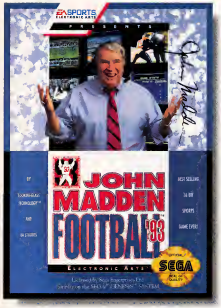
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Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarterback kills the clock play.

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The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

The more intense the action, the more excited Madden gets. Blasting out comments like "Boom! Where'd that truck come from?" It's the true personality of football.





Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.

With head butts and shoestring catches, this game definitely has all the right moves.

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MEGA MAIL

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the U.S.! Since there is very little language translation needed, expect to see this game in the stores as early as this Spring! They have also announced a racing game, Speedway Pro Challenge, that they will bring out later this year.)

ELEMENTAL, MY DEAR WATSON!

I am a great fan of Tecnosoft's games. To me they make the best shooters as the action is always very intense, there isn't a hint of slowdown, and the power-ups and bosses are second to none. You made me very happy when you announced that Sega will be doing Thunder Force 4 for the U.S. market, considering I was one of the not so smart people who rushed out and bought the Japanese game from one of the mail order stores, only to find out that it wouldn't work in my Genesis!

What I need to know is if any U.S. company has announced if they will bring out Tecnosoft's older game, Elemental Master. From the pictures that you ran in a previous issue, it looked like a great vertical-scrolling shooter and I think it could do well over here.

Damion Curry
Virginia Beach, VA



Renovation plans to bring out Elemental Master this Spring!

(Ed. Great news, Damion! Renovation has just announced that they have purchased the rights from Tecnosoft of Japan to bring out the hyper-intense shooter, Elemental Master for

RAD MOBILE COMING TO CD?

My favorite racing game is Virtua Racing. If Nintendo is coming out with a 3-D chip that lets their system play games designed with polygon graphics, will Sega do the same thing? Since they have a CPU that runs twice as fast as that in the Super NES, a CD machine that has a huge amount of storage capacity and a second processor already built in, plus a lot of experience in programming arcade racing games, wouldn't it be easy for them to do Rad Mobile or even Virtua Racing if they had a new chip for their games?

Andrew Sturman
Lake Worth, FL



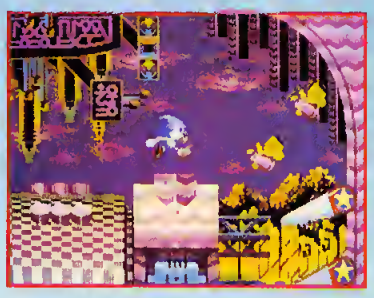
Sega is seriously considering doing Out Run 2019 for the Genesis!

(Ed. Even with all the power and speed that the Genesis and Sega CD have, there are some things that are quite near impossible to do. Virtua Racing is a spectacular arcade machine, but look at all of the special hardware needed to make it work. While a toned down version of this game is in the works, don't expect anything for some time. Likewise, Rad Mobile is running on custom 32-Bit arcade hardware, but it is completely within the realm of possibility that we'll see it on Sega CD. Sega, of course, isn't talking, and with the CES just days away, we'll have to wait and see if it pops up as a CD surprise next week. In the mean time, we do know that Sega will bring out their Batman CD game in February. The racing levels are totally awesome with the best scaling ever seen in a video game! Officials at Sega have also expressed a strong interest in bringing the Japanese game Junker's High out here in America. They will change the name to make it more futuristic sounding. Out Run 2019 is the current working title.)

MORE SONIC THE HEDGEHOG!!

I have just finished Sonic the Hedgehog 2 and I have to say it was awesome! It completely blew away the first game and actually, I liked Tails better than Sonic. I have a few questions. Are there different endings to Sonic 2? When will Sonic 3 be coming out? Soon, I hope, because I don't want to wait a whole year for the next game!

Bill Cruz
Portland, OR



Sega's new Sonic CD is scheduled to come out late this Spring!

(Ed. No word on when Sonic 3 will be on the shelves Bill, but you can be sure that it is being worked on! Sega has the Sonic CD scheduled to come out this Spring but pictures have been few and far between. What we've seen indicates that the CD game will be an enhanced Sonic 2. Check out our Game Over for the different endings.)

"This game will set the pace for every future game on the market - A+, 100%, Guy's you did it!" COMPUTER GAME REVIEW

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17. GENESIS / SONIC THE HEDGEHOG 2
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Top Ten nominations change each month with all-new favorites! These nominations are good through January 15, 1992.

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James Pond 2	$42
Jewel Master	$16
Keepr of the Gates	$52

Tiny Toon	$46
Toxic Crusaders	$36
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Turrican*	$19
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Vallis*	$29
Where Time CSD	$49
Wolf Child	$45
Wonder Boy MonsL	$46
Xmen	$46
Young Galahad	$42
Zombie High	$36



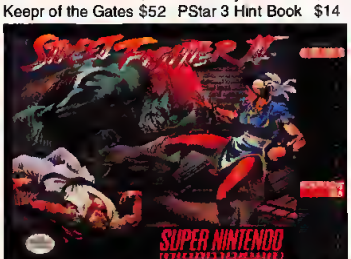
'BATTLETOADS' allows you to play Rash and Zitz as they fight to rescue the fair princess. Along the way the Dark Queen and her evil cronies challenge you. Features 12 levels of fun and exciting game play, with 2 player cooperative or battle mode **$45**

SEGA ROLE PLAYING

Arcus 123	$49
Battle Master	$43
Black Crypt	$59
Buck Rogers 1	$54
Cybercop	$49
Gemfire	$56
Lord of the Rings	$59
Might & Magic 3	$49
Outlander	$44
Phantasy Star 2or3	$59
PStar 3 Hint Book	$14

SEGA SHOOTERS

Afterburner 2	$42
Atomic Runner	$42
B Bomb	$36
Bio Hazard Battle	$44
Cyborg Justice	$44
Death Duel	$49
Galaxy Force 2	$29
Hellfire	$39
James Bond 007	$49
Predator 2	$43
Raiden	$49
Road Blasters	$39
Smash TV	$39
Soldeace	$54
Space Invaders 91	$38
Steel Empire	$42
Steel Talons	$42
Task Force Harrier	$32
Thunder Force 2	$37
ThunderFox*	$29
Trouble Shooter*	$19
Twin Cobra*	$29
Vapor Trail	$54



'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **$64**

Mickey Mouse	$42
Mickey & Donald	$44
Out of this Wrld CD	$54
Paperboy 2	$46
Risky Woods	$43
Rolling Thunder 2	$49
Saint Sword*	$19
Shadow of Beast 2	$52
Shinobi 3	$49
Simpson KrustyFH	$42
Slime World	$43
Sonic Hedgehog 2	$49

Phantasy Star 4	$64
Pirates	$49
Rings of Power	$55
Romance 3 Kingd 2	$59
Shining Darkness	$45
Sorcerers Kingdom	$49
Traysia	$54
Star Oyssey	$59
Hooves of Thunder	$49
J Connors Tennis	$54
Jen Capriati Tennis	$43
Joe Montana 2	$49
Y's 3	$44

SEGA KICK & PUNCH

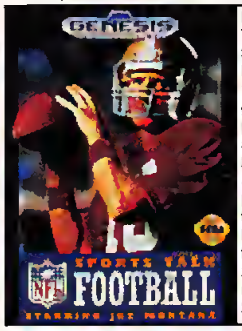
Beast Wrestler	$56
Blck Hole Asslt CD	$49
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Deadly Moves	$47
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Fatal Fury	$52
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SEGA STRATEGY

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Chessmaster	$42
Clue	$46
Crue Ball	$36
Dragon's Fury	$42
HUMANS	$49
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Metal Fang	$43
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SEGA SPORTS

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Mike Ditka Footbll	$29
MLBPA Sprts Talk	$52
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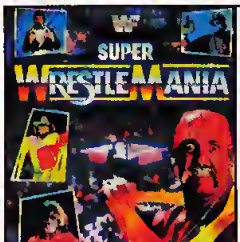


'NFL SPORTS-TALK FOOTBALL STARRING JOE MONTANA' is a 12 Meg football game with a play-by-play anouncer & all 28 teams. Play a full season, playoffs, or in the Super Bowl. Has multiple field views with zoom & instant replay. For 1 or 2 players **$46**

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RBI 4	$46
Rgr Clemens MVP	$43
Side Pocket	$44
Summer Challenge	$49
Supr High Impact F	$43
Team USA Basktbll	$43
Tecmo Superbowl	$49
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World Class Ldrbrd	$42
World Cup Soccer	$42
World Trophy Socc	$49
WWF Superwrestlg	$43

SEGA SIMULATION

Abrams Battle Tnk	$48
Chase HQ 2	$44
Desert Strike	$42
Devilish	$34
F15 Strike Eagle 2	$54
F19 Stealth Fightr	$59
F22 Interceptor	$42
Ferrari Grand Prix	$42
Granada 2	$54
LHX Attack Choppr	$42
Lotus Turbo Challn	$42
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Mig 29	$49
Pacific Theatr Ops	$59
Quad Challenge	$45
Race Drivin'	$45
Road Rash 2	$44
Road Riot 4WD	$46
Stunts	$43
Super Battle Tank	$49
Supr Monaco GP 2	$44
Test Drive 2	$46



'WWF SUPER WRESTLEMANIA' allows you to control 8 different WWF superstars like Hulk Hogan, Ultimate Warrior, & Randy Savage each with special moves. Features in and out of the ring action, singles, tag-team, or Championship matches. **$43**

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SNES ADVENTURE

Actraiser	$44
Aliens 3	$49
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Arcus Spirits	$49
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Battle Toads	$59
Blues Brothers	$49
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Musya	$54
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Rocketeer	$49
Rocky & Bullwinkle	$49
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Skuljagger	$49
Soulblazer	$54
Spanky's Ouest	$54
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Superman	$49
Supr Shadow Beast	$49
Super Star Wars	$54
Super Troll Land	$49
Super Valis 4	$49
Swamp Thing	$49
Tazmania	$54
Teen Mtnt Nnj Trtls	$54
Terminator 2	$54
Time Slip	$46
Tiny Toon Adventrs	$54
Tom & Jerry	$49
Toxic Crusader	$54
TOYS	$49
Ultraman	$39
Universal Soldier	$49
Video Kid	$49
Vikings	$49
Wizerd of Oz	$54
X-Men & Spidrman	$54
Zelda 3	$49

SNES STRATEGY

Aero Biz	$59
Casino Kid 2	$49
Clue	$46
Faceball 2000	$54
HUMANS	$56
Imperium	$43
Jeopardy	$49
Mario Paint	$59
Monopoly	$46
On the Ball	$49
Populous*	$34
Push Over	$49
Qbert	$49
Rampart	$49
Romnce 3 Kgdm 2	$59
Shanghai 2	$46
Simcity	$46
SimEarth	$59
Spindizzy Worlds	$49
Supr Buster Brothrs	$54
Super Conflict	$49
Utopia	$49
Wheel of Fortune	$49
Where's Waldo	$49
Wordtris	$43

SNES KICK & PUNCH

Battle Blaze	$46
Best of the Best	$49
Deedly Moves	$49
Double Dragon	$54
Final Fight	$49
First Samurai	$49
King of Monsters	$49
Pitfighter*	$46
Rival Turf	$54
Street Fighter 2	$64
Super Combatribes	$54
Super Ninja Boys	$49
Supr Sonic Blastmn	$49
Ultimate Fighter	$54



'TERMINATOR 2 THE ARCADE GAME' is a race to save the future as you travel to a showdown with the T-1000. Features 8 levels of endoskeletons, flying Hunter Killers, and a variety of weapons for 1 or 2 players. Sega menacer compatible. **$43**

SNES SHOOTERS

Axelay	$54
Bazooka Blitzkreig	$46
Biohazard	$39
Blaze On	$54
Contra 3	$49
Cybernator	$52
D-Force	$39
Earth Defnc Force	$39
Fire Power 2000	$49
Guerilla Warfare	$54
Gun Force	$49
Hyper Zone*	$19
Metal Masters	$54
Phalanx	$49
Raiden Trad	$46
Smash TV	$48
Space Mission	$49
Strike Gunner	$49
Supr Mega Force	$49
Supr R Type	$39
Thunder Spirits*	$44
Xardion	$49
X Zone	$39

SNES SIMULATION

Cyberspin	$46
Desert Strike	$49
Hunt for Red Octbr	$49
Kawasaki Carrb Ch	$56
Mechwarrior	$42
Race Drivin	$49
Road Riot 4WD	$49
Robosaurus	$49
Supr Battle Tank	$54
Super F1	$49
Super Mario Kart	$49
Super Strike Eagle	$56
Test Drive 2	$49
Top Geer	$46
Warp Speed	$49
Wing Commander	$54
Wings 2 Aces High	$49

SNES ROLE PLAYING

Arcana	$59
Curse Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Fables & Fiends	$59
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Final Fntsy Myst O	$39
Gemfire	$56
Rogr ClemensMVP	$49
Golden Empire	$59



'SPIDERMAN & X-MEN' gives you control of spiderman's web swinging super powers as you move through 7 levels of arcade-style action. Battle against famous Marvel villains. **$54**

Inindo	$59
Lagoon	$54
Lenus	$59
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Magic Sword	$54
Might & Magic 2	$54
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Ultima False Prpht	$59

SNES SHOOTERS

Uncharted Waters	$59
Wanders from Y's	$54
Wizardry 5	$64

SNES SPORTS

American Gladiatrs	$56
Baseball Stars 2	$54
Bill Laimbr Bskbll*	$19
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Combatribes	$54
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Final Match Tennis	$49
Football Fury	$46
G Foreman Boxing	$49
Hit the Ice	$49
Hole in One Golf*	$39
J Connors Tennis	$49
Jck Nicklaus Golf*	$39
Madden Footbll '93	$49
MVP Football	$49
NBA Supr Allstar C	$49

NCAA Basketball	$49
NFL Football	$54
NHLP Hockey 93	$54
Nolan Ryan Bsbll	$49
Pebble Beach Golf	$46
PGA Tour Golf	$49
Pigskin	$52
Pro Quarterback	$54
Rogr ClemensMVP	$49
Skins Game	$49
Smart Ball	$49
Space Football	$49
Special Tee Shot	$54
S Base Loaded 2	$54
Supr Batter Up	$49
Supr Bowling	$49
S Davis Cup Tennis	$44
Supr Dble Dribble	$54
Supr Goal	$49
Supr High Impact F	$49
Supr NBA Basktbll	$54
Supr Off Road	$49
Supr Pley Actn Ftb	$46
Supr Power Punch	$49
Super Slam Dunk	$49
Supr Slapshot	$49
Supr Soccer Chmp	$49
Supr Tennis	$49
Supr Wrestlemania	$49
TKO	$46
Weaver Baseball	$52
World Leag Soccer	$49



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Hit the Ice	$49
Hole in One Golf*	$39
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Jck Nicklaus Golf*	$39
Madden Footbll '93	$49
MVP Football	$49
NBA Supr Allstar C	$49

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Experience

An interview with Ed Annunziata,
developer of Ecco the Dolphin™ for Sega™ Genesis.™

life as a

Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

Dolphin

Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

without ever

How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

winding up in a can

So the realism was important?

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

of tunafish.

SEGA GENESIS

HI-TECH SEGA

SEGA TO INTRODUCE NEW CONTROLLERS AT CES

Officials at Sega have told EGM that the company will introduce several new Genesis and Mega CD peripherals and accessories at the Las Vegas Winter Consumer Electronics Show this January.

At the top of the list would be a new six button controller which they state will significantly improve game play and offer more options to the players. The first controller to utilize this six button configuration will be a modified version of their standard stick. This controller will have two rows of three buttons each and it will still maintain the same nine pin plug that is found on all of the Genesis and Sega CD systems. This means that this stick will be fully compatible with all older Genesis systems! While officials would neither confirm nor deny that this controller was being specifically made for an upcoming release of Street Fighter 2 for that system, the coincidental appearance of the new six button controller would tend to open the door for a "game" that requires six buttons.



Sega's newest peripheral is their 6 button controller! Now, with the controller a reality, could Street Fighter 2 be too far behind?

In addition to the 6 button controller, Sega will be demonstrating a new full-body interactive controller called the **Activator**. They claim that this innovative device will "pioneer a new frontier of 'whole-body intelligence' and movement." This peripheral, they state, will allow players to control and respond to on-screen action in a spontaneous, creative way.

Compatible with the Genesis system, the Activator will work with many of Sega's existing video game titles as well as new software developed for rhythmic and athletic game play.

The unit consists of eight interlocking modules, each equipped with infra-red lights and sensors. When connected together, they form a circle of eight beams three and one half feet in diameter.

The player then stands inside the circle and the beams will pick up and interpret the person's body movement.

With the Activator, players can actually participate in the video games they are playing. In a karate-type fighting game, the Activator will register various martial arts moves like chops, punches, kicks, jabs and blocks.

With the addition of a second Activator, players can go head-to-head in one-on-one competition!

Sega expects the Activator to be available in September and should retail between $70 and $80. Along with the Activator there will be a two-in-one game cartridge that will have an original fighting game and a music game. In the music game, players will be able to create their own compositions with body movements on a virtual "keyboard in space."

This 3 dimensional power pad promises to be more versatile than the mat introduced by Nintendo a while back. However, it should be noted that the NES pad died a quick death due to a lack of decent software. Hopefully Sega has something more innovative in mind.

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OTECT JOHN CONN
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LYALLOY T
VENT JUDGME T DA

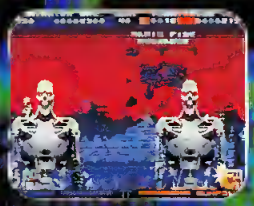
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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)

SEGA
GENESIS

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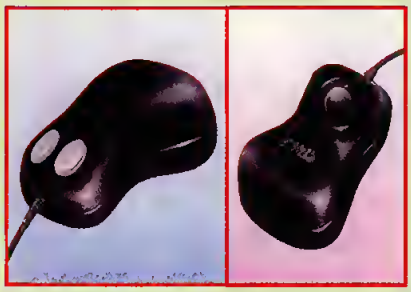
SEGA™

NEW PERIPHERALS COMING IN SPRING!

Besides their two new controllers, Sega also plans to bring out a new mouse peripheral for the Genesis and Sega CD. With Nintendo's mouse selling very well, Sega has announced that they will bring out their version early next year. While the exact shape and button layout still has to be finalized, Sega wants their mouse to fit comfortably in the palm of your hand and they are spending a considerable amount of time to get the shape perfect. Although the mouse will work with games designed for both the Genesis and Sega CD, the heaviest use is envisioned to be with the new point-and-click software such as the "Make Your Own Music Video" discs coming from Sony and Sega.

Another peripheral that is already out in Japan for Sega's Mega CD is a karaoke interface. Although Sega's pricey all-in-one CD-ROM and game system, the Wondermega, has this feature already built in, most Japanese players originally opted for the basic Mega CD peripheral and now they have the ability to add the karaoke interface. Karaoke, while starting to catch on slowly in America, currently just doesn't have the following that it has in Japan, and Sega of America is going to maintain a wait-and-see attitude about this device. Should karaoke suddenly become the next national pastime, officials at Sega state that this device would then be brought out for the U.S. market.

Finally, Tengen of Japan has recently demonstrated a working prototype of a four player adapter for the Mega Drive. Along with this new peripheral, Tengen was demonstrating a new version of the arcade classic Gauntlet. This new cart is the first Sega game which will allow for four player simultaneous action. Tengen currently plans to test market the peripheral and game in Japan and if there is sufficient demand for it, additional four player games will be produced. Sega of America is likewise monitoring the sales of the multi-player adapter. Although, with the new five player adapter coming out from Hudson Soft (with the game Bomberman '93) for the Super Nintendo early this Spring, it is highly probable that Sega will need to follow suit with their own version of a multi-player peripheral shortly thereafter.



The shape of the mouse isn't finalized yet, but it is scheduled to debut in early 1993!



If karaoke catches on, Sega will be ready with an add-on device for their Sega CD.



Sega is considering bringing out a new four player adapter for the Genesis.

AMER. LASER GAMES TO DO SEGA CDs

American Laser Games has just joined the growing list of Sega CD licensees. Their first two games will be conversions of their arcade titles Mad Dog McCree and Gallagher's Gallery. What sets these games apart from other arcade titles is the fact that both utilize motion video footage as the backdrop for the game and the game play involves the use of a light gun. Sources indicate that Sega has already been able to interface their Menacer light gun to work with the CD and American Laser Games has created new video compression and decompression software that will allow the Sega CD to display the higher resolution graphics and larger color palette found on the laser games.



Mad Dog McCree and Gallagher's Gallery will be produced for the Sega CD system.



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Head-butts,

An interview with Scott Steinberg,
product manager of Streets of Rage 2™ for Sega™ Genesis.™

kidney punches,

How is Streets of Rage 2 different from the first one?

The graphics are awesome. At 16 megs it's our biggest game. Overall there's a lot more of everything; more moves, more intricate maneuvers, more characters. And the characters are a lot bigger in size. So the action is more impactful.

uppercuts, knee-slams,

What are some of the new moves?

Axel™ has new punch combinations that do some serious damage. Blaze™ can do backflips to attack enemies in front and behind her. And there are two new players. Max™ and Skate.™ Max is an ex-wrestler with a ruthless body-slam, and Skate knocks his opponents out with flying jump kicks. He can also skate behind his opponents, jump on their shoulders and ambush them.

eye-gouges

Are there new enemies?

Lots of new enemies—a gang of motorcycle thugs, a guy with a jet-powered pack on his back, knife-fighters, ax-murderers, ex-cons, and a bunch of new martial arts experts, so there are a lot of new challenges. And the player control is different also.

and groin kicks.

How is the control different?

We've tuned the control to be much more responsive, so that the action will be a lot faster and more spontaneous. You can crack a jaw or flatten an opponent in a split second. The players are basically as fast as your reflexes will let them be. The fighting is so realistic, you actually feel tired after playing it. It's the next best thing to kicking some real you-know-what.

(Just another typical day at the Sega office.)

SEGA™
GENESIS

MEGA TRICKS!!!

The Ultimate in Sega Secrets!

SONIC THE HEDGEHOG 2

By Sega

Change Into Super Sonic

Now you can change yourself into Super Sonic! The best method to do this is with 2 players. Go through the first level, collect 50 rings, and look for the closest Star Pole. Touch it and jump up to enter the bonus level. Use 2 players and collect all the rings necessary to get the Chaos Emerald. Once you get the emerald, hit the Reset button on the Genesis. Once the title screen comes up, go into the Options. Then press START to get to the first level again. Repeat the exact same process over and over and the bonus stages will change, and you'll get different emeralds each time. Collect all 7 Chaos Emeralds and go back into the level. Now you must collect 50 rings and jump into the air. Cool! It's Super Sonic! This golden boy can run faster and jump higher than ever. He is virtually invincible and his rings go down every second, so collect as many as you can!



Make sure that you go to the options at the title screen.



Collect the correct amount of rings to get an emerald.



You now have the ability to change into Super Sonic!



This speedy rodent will blow you away with his power!

BLACK HOLE ASSAULT

By Bignet

Kill Opponents Instantly

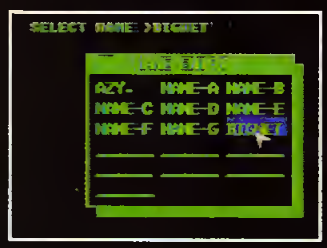
If you are having a hard time defeating your enemies in this robot fighting game, try this cool method to defeat your opponents with the push of a button. When the title screen comes up, and your options are in front of you, choose the "Name Entry" option. The keyboard will then appear. Put in your name as BIGNET. Exit this screen and when you are asked to select your name, choose the name you just entered, BIGNET. In the game, you can fight as normal, but if you find yourself getting beat, then take controller 2 and press the START button. This will instantly kill your opponent. The earlier you kill off your opponent, the better your score will be, because the timer adds points to your score. This will work for every enemy in the game.



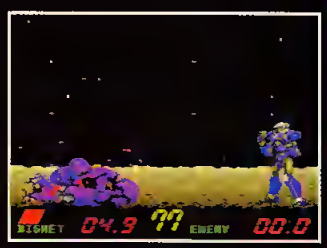
At the game's title screen, pick the Name Entry option.



When this keyboard screen appears, punch in BIGNET.



After going into the game, select BIGNET from the list.



Get rid of your evil foe by hitting START on controller 2.

NIGHT TRAP

By Sega

Times and Rooms

You can storm through this game with these codes for all the times and rooms of the Augs!

TIME	ROOM	AUGS
00:05	Hallway 1	1
00:25	Living Room	2
00:33	Bedroom	1
00:38	Bathroom	1
00:48	Bathroom	1
01:00	Living Room	1
01:22	Kitchen	1
01:34	Entry Way	1
02:50	Entry Way	2
03:10	Hallway 1	1
03:20	Bedroom	1
03:29	Living Room	1
03:40	Hallway 1	2
03:45	Driveway	1
04:01	Hallway 2	1
04:20	Bathroom	1
04:38	Bedroom	1
04:53	Living Room	1
05:02	Living Room	1
05:25	Bedroom	1
05:35	Driveway	1
05:40	Entry Way	Code Change
05:45	Living Room	1
06:08	Hallway 1	1
06:18	Hallway 2	2
06:49	Hallway 2	2
07:05	Kitchen	1
07:17	Bedroom	2
07:40	Driveway	1
07:48	Hallway 1	2
08:02	Bedroom	1
08:10	Hallway 2	2
08:25	Hallway 1	1
08:35	Bedroom	2
09:00	Living Room	Code Change
09:10	Living Room	1
09:20	Entry Way	1
10:45	Hallway 2	1
10:55	Driveway	1
11:00	Driveway	1
11:29	Hallway 1	1
12:03	Living Room	1
12:37	Bathroom	1
13:10	Hallway 1	1
13:27	Entry Way	Code Change
13:55	Living Room	2
14:13	Living Room	Code Change
14:40	Hallway 2	2
15:00	Entry Way	2
15:15	**Do Not Trap**	0
16:25	Driveway	1
16:35	Hallway 2	2
16:43	Living Room	1
16:54	Hallway 1	1
17:10	Bedroom	1
17:25	Living Room	1
17:35	Hallway 2	1
17:48	Living Room	1
17:54	Bathroom	1
18:00	Hallway 2	2
18:10	Driveway	1
18:15	Driveway	1
18:25	Entry Way	2
18:33	Living Room	1
19:00	Hallway 1	*Wait for 2nd red gauge (1 Aug)*
19:20	Living Room	2
19:50	Entry Way	1
20:10	Living Room	2
21:14	Bedroom	2
21:30	Driveway	1
21:40	Kitchen	1
21:50	Hallway 2	2
22:05	Bedroom	2
22:23	Hallway 1	2
23:03	Hallway 2	1
23:15	Hallway 1	1
23:30	Living Room	1
23:50	Driveway	1
24:00	Living Room	1
24:15	Living Room	1
24:25	Hallway 1	1
24:30	Bedroom	1
24:50	Bathroom	1
25:08	Hallway 2	1



These Augs on the stairs are in for a big surprise.



Ha! Two Augs are captured. Let's see if we can find more.



Little does this mean Aug know he is close to a trap!



Gotcha! When you are at the point of capture, hit button B.

BLACK HOLE ASSAULT

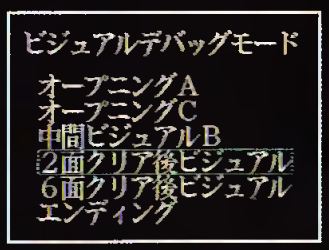
By Bignet

See All Cinema Displays

In Black Hole Assault, there is an easy method to check out every cinema display. At the title screen, choose the Name Entry option. After the screen with the keyboard shows up, enter your name as FOMA. Once you do this, go back to the title screen and start your game. You will not be taken into the game, however. Instead, you will be brought to a screen with Japanese text. On this screen, you can choose which cinema you want to display automatically. Choosing the last line of text means that you want to see the ending. The only way to get out of this is to reset the game.



After choosing Name Entry, type FOMA as your name.



Instead of going into the game, this screen will appear.



Highlight a line of Japanese text to access a cinema.



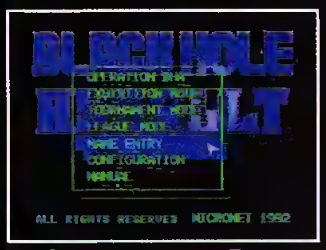
If you choose the last line of text, you will get the ending.

BLACK HOLE ASSAULT

By Bignet

Black Ball Assault

Now you can play a "Pong" type game within this fighting game. Just go to the Name Entry option and put in the new name AZY on the keyboard screen. Once this is done, go back and choose the Operation BHA on the title screen. When asked for your name, highlight and choose the name, AZY. The screen will change into a new title screen called Black Ball Assault.



Choose the Name Entry option from the title screen.



Type in your name as AZY on the keyboard screen.



After pressing START, you will see this new title screen.



Play a whole new game within a game! It's two player action!

COBRA COMMAND

By Sega

Training Mode

Go to the title screen where you can choose either Game Start or Config Mode. Press UP, DOWN, LEFT, RIGHT, DOWN and then START on controller 1. On the configuration screen you will be able to select new difficulty levels, including "Training." Choose this option and start your game. If you crash, you will start where you left off instead of the beginning.



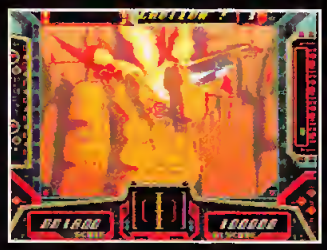
Enter the code at the title and then go into the Config Mode.



In the Config Mode, change the difficulty to "Training."



At some point in the game, you will crash.



When you start again, you will be at the point you left off.

SONIC THE HEDGEHOG 2

By Sega

2 Players On 1P Screen

Go to the Options screen by pressing the pad DOWN twice at the title screen. Make sure you are playing "Sonic and Tails." Go into the game and using controller 2, move the pad in any direction, or press any button and you will see that you can move Tails anywhere on the screen separately from Sonic! This will make it easier to work as a team and complete the game.



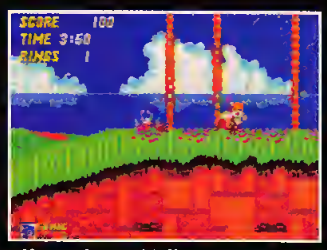
Press DOWN twice to go to the option mode screen.



On the option screen, you can choose your characters.



You can now control each of the characters separately.



If you leave Tails alone long, he will yawn and go by Sonic.



DEADLY WEAPONS!



The original martial arts legend continues... with all the hard-hitting arcade action at ***your*** command! Battle your way across the globe with awesome special moves and deadly weapons ***straight from the arcade!!***

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... ***you*** have what it takes to crush your ruthless enemies!

Double Dragon 3™: The Arcade Game™-- a quest that leads around the globe... to the adventure of a lifetime!



BILLY AND JIMMY LEE ARE BACK!



SLICE THROUGH SAMURAI!



UNWRAP POWERFUL MUMMIES!



HALF-HUMAN CREATURES AWAIT!



BATTLE YOUR WAY ACROSS THE GLOBE!

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SEGA GENESIS 16 BIT CARTRIDGE

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OFFICIAL SEGA SEAL OF QUALITY

UNIVERSAL SOLDIER

By Ballistic

Level Passwords

These level codes should get you through Universal Soldier with no problem. Put in the codes as follows:

1. CHSGM
2. MKSNS
3. SGGBY
4. JLGPH
5. JDRSD
6. PKSND
7. CWBPM
8. SFTNP
9. CMVDG
10. BYTCM



Choose the password option and enter it on this screen.



In the higher levels, you will come across dangerous foes.



The higher level passwords will get you close to the end.



Power-ups galore! Get to the last section and win!

LHX ATTACK CHOPPER

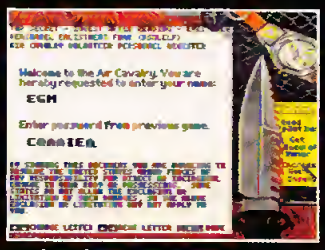
By Electronic Arts

Mission Passwords

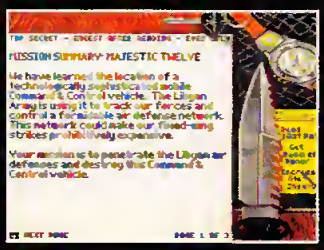
These are passwords for Libya. Enemies are smart and fast, so watch out!

CQAAAFA: Majestic Twelve
CQAAIEA: Anterior Nova
CQAAQHA: Reindeer Flotilla
CQAAYGA: Phoenix
CQAAVC: Rainbow Veil
CQAAIUC: Chess
CQAAQXC: Lobster Quadrille
CQAAYWC: Hen House
CQAABFE: Desert Two
CQAAJEE: Flaming Arrow
CQIERDG: Plain Aria

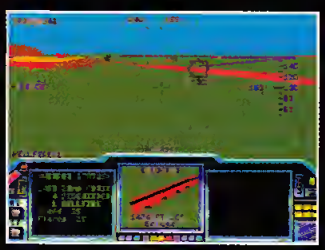
James R. Geiger, Vinton, IA



At this screen, enter your name and the mission code.



Next, you'll get a summary of your new mission.



Find your targets and kill them to complete your missions.



Certain missions will have you flying at night. Be alert!

GALLAHAD

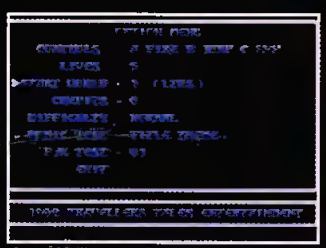
By Electronic Arts

Incredible Code

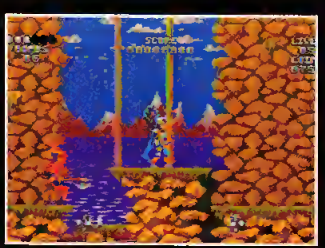
This code will allow you to have unlimited lives and level skips! To accomplish this, select the options and enter the starting world as **LTUS.** Once you do this, start your game and go through the level. Even if you die, you will be able to come back with the same amount of lives you started with. If you would like to instantly complete a level, press button A and START simultaneously.



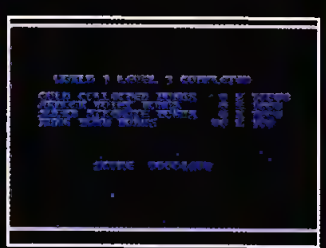
Choose the Options mode and go into it by pressing START.



On the option screen, enter the starting world as LTUS.



Once you go into a level, your lives will not decrease.



Press button A and START at the same time to skip levels.



NOW GAMERS CAN GO WHERE THEY'VE NEVER GONE BEFORE...to their friend's house!





Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends. . . whether they're down the block, across town, on Nintendo® or Sega™ Genesis™! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He'll never know what hit him until it's too late!



The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (602) 437-9659.

TELEPLAY SYSTEM
BY BATON
AN INTERACTIVE REVOLUTION!

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If you were colorblind and had an I.Q. less than twelve then you wouldn't care which portable you had.

Why is their screen only one color? Why that color? Some questions we just can't answer. We make Game Gear™ A multi-color portable video game system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best thing about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing new games, and making sure Game Gear remains the number one color portable, which should be no problem considering the competition.

(Of course you wouldn't care if you drank from the toilet either.)



COMING ATTRACTIONS

FINAL FIGHT CD
Sega CD / Sega

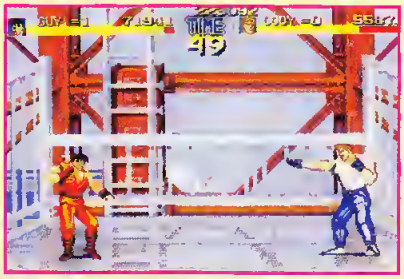
The rumors are true! The awesome Final Fight is now coming to the Sega CD!

Belger has taken control of the biggest crime wave in Metro City. To make matters worse, Belger has even kidnapped the Mayor's lovely daughter, Jessica.

This fantastic translation contains Cody, Haggar, and even Guy! To top it all off, this version is even two player simultaneous!

Now, two players can battle it out against Belger through the exact same levels as the arcade! No skimping here, my friend. Your mission will even be accompanied by an awesome soundtrack based on the arcade hit.

Do you feel like beating up a friend? Enter the two player mode where you and and a friend can see just who is the best fighter. All you arcade maniacs are going to want this super edition.



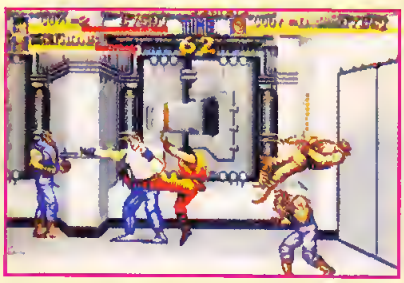
You and a buddy can bash heads in the intense two-player combat screen.



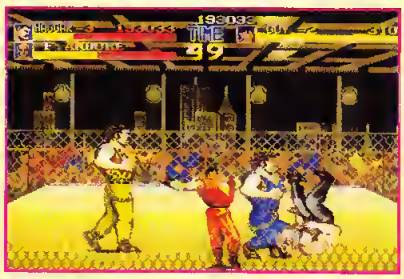
Guy, Cody, and Haggar are all here in the complete version of the game!



Rising to new heights takes on a new meaning while in this choke hold!



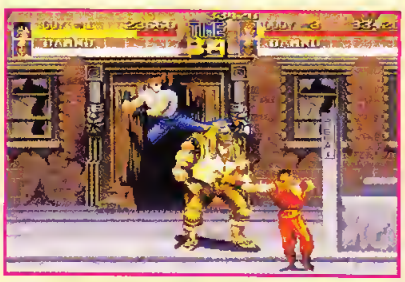
Here's Thrash and Trash, the baddies with a deadly combination of attacks.



Head into the arena and face the onslaught of these burly wrestlers.

Famous Foes Return!





The famous whistling boss returns, this time with more goons!

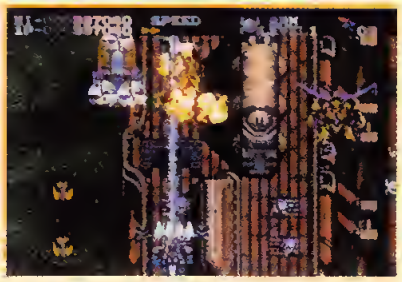
Key: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan

ELECTRIC ALESTE
Mega CD / Compile of Japan

Previously announced as Nobunaga and his Ninja Force, Compile has changed the game name to Electric Aleste to continue the popular Aleste series.

The same overhead perspective is used and the power-ups remain the same, but the action is even more blistering than the first hit! If you think that's great, just wait until you see the bosses that await you!

The music has been enhanced to CD standards and is perfectly set to the pace of each level.



The huge ship returns! This time, it takes up over nine screens. Wow!





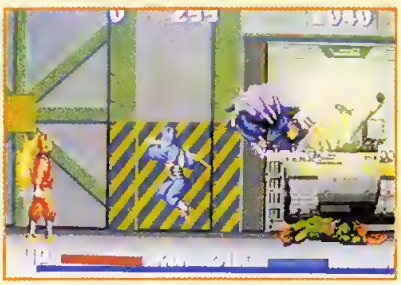
Face this mecha turtle as you conquer the threats deep beneath the sea.

THE NINJA WARRIORS
Mega CD / Taito of Japan

The classic arcade game, the Ninja Warriors, is on its way to the Mega-CD.

Remember the three screens that the arcade version had? Since it can't be duplicated at home, Ninja Warriors will be programmed in a widescreen format to at least simulate the look.

This new Mega-CD game is filled with plenty of hot, side-scrolling ninja action and jamming with an exciting soundtrack, too.



Your Ninja Warriors are the most highly trained combat forces around.





This swordmaster is no match for you. Double team the bozo for victory!

$5.00 OFF

Return this coupon with your next next mail order (not valid on phone orders) and receive **$5.00 OFF** your purchase. Please list alternatives when ordering by mail. This coupon is valid through March 31, 1993. If we can't fill your order within 30 days, we will return your order payment and this coupon to you. If time does not allow, you may not have a second chance to use this coupon. The more alternatives you list for your primary selections, the faster and more likely we will be able to fill your order. Not valid with any other offers or coupons. No copies accepted.

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Aquatic Games	29.95/14.00	Marvel Land	29.95/14.00
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Arch Rivals	29.95/14.00	*Maxwick*	44.95/22.00
Ariel Little Mermaid	34.95/16.00	Mercs	29.95/14.00
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Beast Wrestler	34.95/16.00	*MVP Baseball*	39.95/20.00
Beanball Benny	39.95/20.00	Mystical Fighter	29.95/14.00
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Sega CD / JVC

You've heard about it, you've read about it, now experience the full blown excitement of racing the infamous Jaguar XJ220 through the most challenging courses around the globe!

Take part in a World Tour where you will race against 16 countries, each with their own skilled drivers. Multiple options allow for infinite adjustment to the Jaguar's suspension and engine.

Two players can also race against each other or team up!





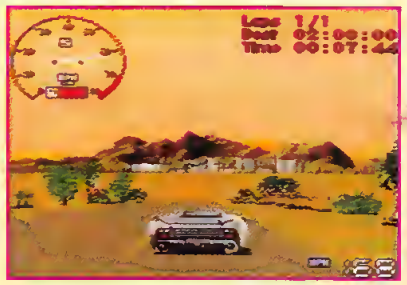
Two players can burn up the track for even more racing excitement.



Race onward through winter where the only spectators are snowmen!



Blast through this mountain cave and reach the checkpoint near the end.



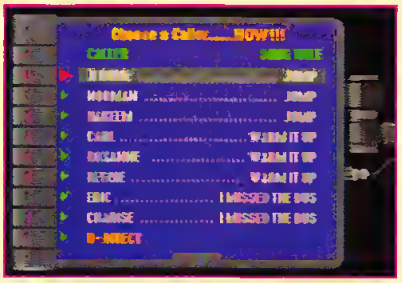
Aaah, the serene desert yields an opportunity to make up for lost time!

KRIS KROSS
Sega CD / Sony Imagesoft

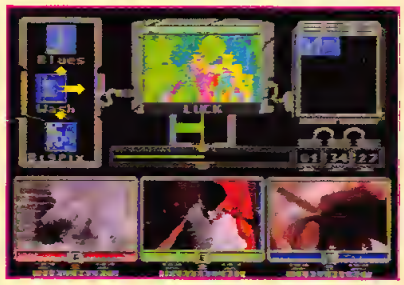
Have you ever sat down to watch MTV or VH1 and thought to yourself "Hey, I can produce videos better than that!"? Now's your chance with the hottest stars on the music scene, Kris Kross!

Featuring the songs 'Warm It Up,' 'Jump,' and 'I Missed the Bus,' you can create your own music video using video footage stored on the CD! Begin by selecting the song and listening to the requests of the viewers. Then add special effects like slow motion, mosaic, and many others. Afterwards, you will be graded on your video creation by a panel of experts. If it's a masterpiece, you're sure to get the prize, but if it really sucks, the panel will let you know in a big way!

You can also save your videos on a VCR to show them off!



Choose from three of Kris Kross' top hits and design a killer video!



The upper left box has an array of effects to spice up your video!



The three monitors at the bottom let you see your three footage choices.



Sorry! If your video really sucks, the judges let you know in plain English!

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan

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THE HUMANS
Genesis / GameTek

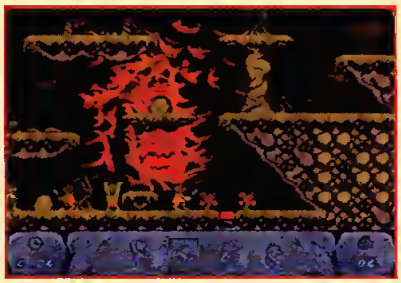
Take control of the weirdest bunch of creatures around. People! In this interactive puzzle game, you alternately control each human as you guide them up ladders and ward off flesh-eating dinosaurs!

Gather up items like spears, fire and wheels and learn to properly use them or it will spell disaster for your growing tribe. Take part in bonus games where you can rescue a trapped person for even more rewards!

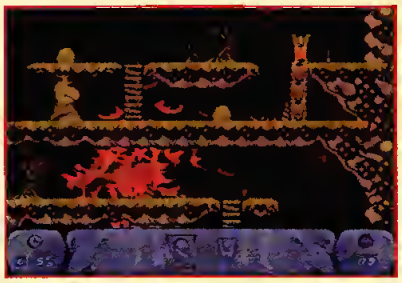




Learn to properly use the spear to fly across caverns and kill angry dinos.



To complete the levels, find a quick and easy way to reach the exit!



Team up your humans so you can reach otherwise untouchable areas.



Use good timing to land on the pterodactyl and reach the end.

ROLO TO THE RESCUE
Genesis / Electronic Arts

Ever since the hunters appeared, Rolo's forest buddies have been disappearing from their homes. Rolo the Elephant has mustered up the courage to stop the trappers and free his friends.

Take control of Rolo as he nabs the keys from the trappers and releases his friends from cages so they can join him in freeing the other creatures. Each of your friends has special abilities to help you. This one looks like a kid's game but has loads of technique.





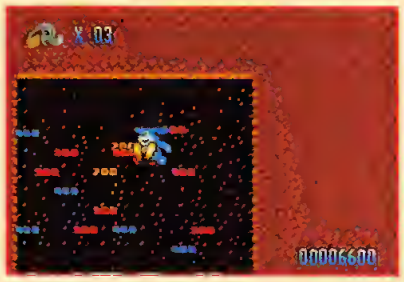
Chart your progress on the map. Footprints reveal the beaten stages.



Finding mushrooms along the way will warp Rolo to various bonus rooms.



Once Rolo rescues an animal from its cage, it will help Rolo in his quest!



Here it is! Most of the bonus rooms contain tons of extra points.

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan

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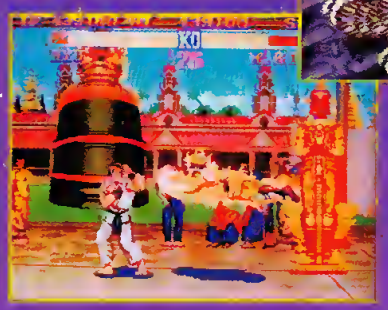
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SNES8

LOTUS TURBO CHALLENGE

Genesis / Electronic Arts

Experience the thrills of Lotus racing at its finest with Lotus Turbo Challenge! Eight levels of pure racing excitement await the drivers of an Esprit Turbo SE and the Elan SE convertible.

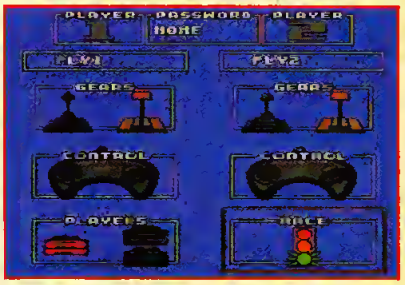
In this one or two-player racing simulation, you will careen through snow-ridden lands, night driving, foggy weather, and inter-state weaving!

Keep the race going with a menu of options and passwords to continue at key locations!





The welcome sight of a checkpoint. Miss these and you're through!



Choose your transmission and controller setup in this option menu.



Fly along the straightaways but watch out for slow moving drivers.



Plot your course on the map and study the location of each checkpoint.

MUTANT LEAGUE FOOTBALL

Genesis / Electronic Arts

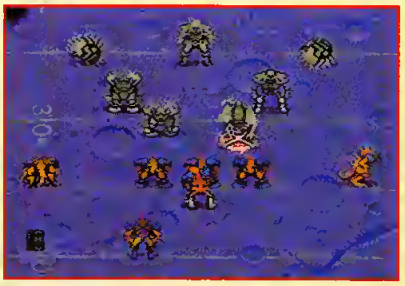
Get ready for football like you've never seen it! Mutant League Football is a new version of the sport at its mutated best! MLF is set up similar to the John Madden series of games, so game play will be easy to pick up.

Some new techniques include a rolling-ball move where you zip around at twice the speed and knock your opponent to the ground! Have fun as you bash the mutated beasts off the field and win one for the Gipper!

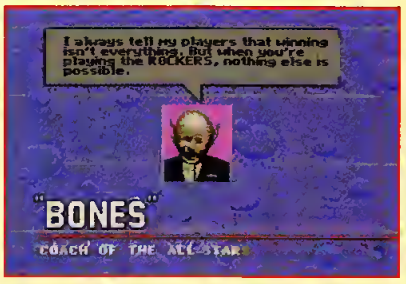




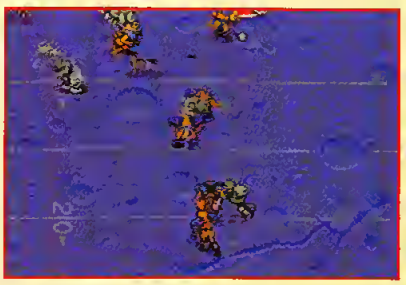
Get helpful advice from your coach as you choose your plays in this menu.



This is a rough bunch! Football takes on a whole new meaning in this cart.



Your coach is an experienced player and can give good tips on winning.



Bash and smash 'em up! Roll up into a ball for extra speed and strength.

Menu: Genesis: Red; Mega Drive: Blue; Sega-CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan

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F0137

JERRY GLANVILLE'S PIGSKIN FOOTBRAWL
Genesis / Razorsoft

You are the captain of muscle-bound goons who can use every nasty tactic in the book to win at this all new version of football!

Play the game on all sorts of kooky fields like a grassyard filled with ponds and trees, and even a castle filled with the latest in torturing devices! Find spears and axes and stab your opponents in the back to get them out of the game... for good!



Using swords and hatchets can really liven up an ordinary game of football!



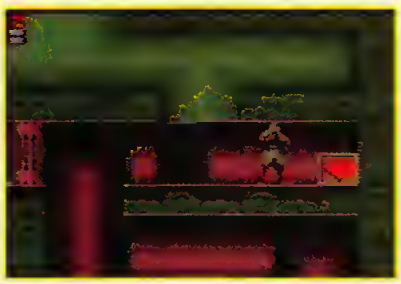
Hazards are everywhere! Axes and arrows pose constant threats.

SHINOBI 2
Game Gear / Sega

The valiant hero, Joe Musashi, is back to take on the forces of the Silent Fury. This rival group has stolen the four sacred crystals and hid them in not-so-convenient locations around the world.

Joe has learned new techniques that allow him to warp to the beginning of the stage when the going gets tough.

Pick up power-ups to keep your health in top condition.



It's rough out there! Keep finding the power-ups to keep your energy up.



The Building Boss separates into five pieces and flies around to attack!

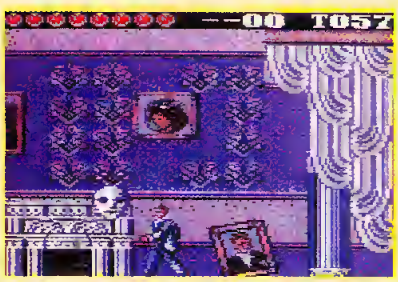
VAMPIRE: MASTER OF DARKNESS
Game Gear / Sega

Journey on a vampire hunt through Europe in this exciting action game! Seek and destroy the infamous Jack the Ripper in Old London before you ultimately face Count Dracula in the mysterious land of Transylvania.

Utilize swords, battle axes, pistols, bombs, and wooden stakes as you travel through five rounds and 13 challenging stages of blood-sucking fun!

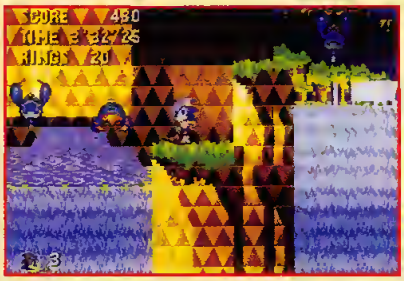


Sega has put great attention to detail in this original game.

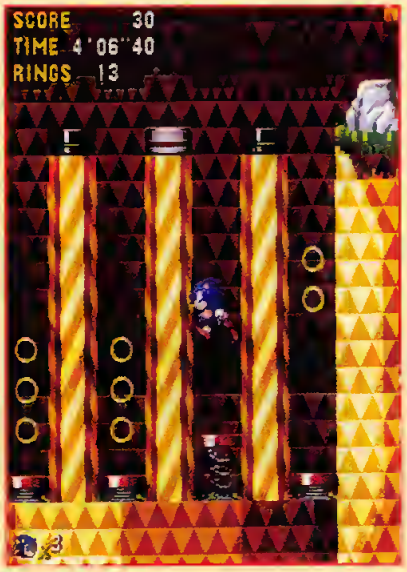


Visit musty old mansions in search of clues to locate Count Dracula!

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan



All new enemies await out hero through the redesigned levels!



The new levels have even more to interact with. Bounce your way out!

Okay all you Hedgehog lovers, CD Sonic the Hedgehog is nearing completion and we have the scoop on how our hero will fare in the sequel to end all sequels!

From the title screen, you can choose to play a new game or play in the all new Time Attack mode which is a unique game, complete with excellent cinema displays before and after!

The regular game plays just like the previous versions except that the lands have all been redesigned and there are a couple of new worlds thrown in as well. More attention to detail has been emphasized on Sonic's animation and the enemy movements.

Of course, the main objective is stop Dr. Robotnik (yes, again) who plans to imprison his buddies!





Get thrown for a loop as you whip through this cavern at high speeds.





Even more detail has been put into the water effects and smooth scrolling.

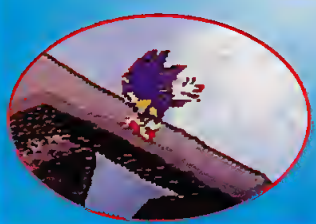
CD SONIC THE HEDGEHOG

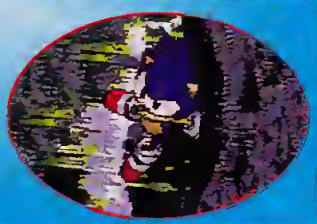


Fantastic Cinema Displays!

If you like cinema displays, then Sonic has got you covered! Witness these and many others as you watch the intro when Sonic passes through a time warp!

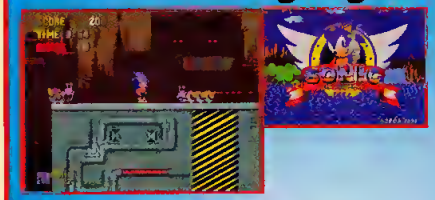






The Evolution of SONIC THE HEDGEHOG

Sonic The Hedgehog



Sonic was an absolute hit when this dude came to the screens. His super speed was unmatched and set the stage for many future action games to come!

Sonic The Hedgehog 2



A new friend named Tails joined Sonic on his second quest to stop Dr. Robotnik! This version featured even more levels and greater speed!

CD Sonic The Hedgehog



Welcome to the Next Level? You'd better believe it! This all new adventure puts Sonic in new worlds and has cinema displays and time warps, too!



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Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl.™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.



SEGA



GENESIS

MEGA FILE



PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ADVENTURE
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	27
% COMPLETE	100%

OPTIONS

There are no additional options or configurations in Ecco. Its strong point is the password feature, which allows you to return to a level without starting the game over.

ORIGINS

This is truly a unique game that really has no predecessors. Instead of all the fast-paced hyped games, Ecco requires strategy, thinking patience and exploration. It's an underwater adventure like none before.

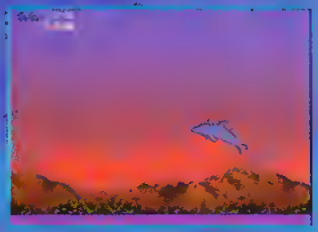
MEGA REVIEW

This is one of my favorite Genesis games because it breaks new ground in gaming. There are lots of techniques and the game play is very thought provoking. The game controls extremely well so you really feel like you're the dolphin. The only negative point is the cart gets kind of repetitive after long periods of play.

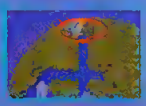
- Martin Alessi

ECCO THE DOLPHIN

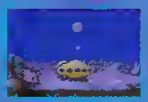


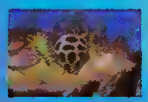






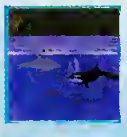
The key to your survival is to keep your energy and air level well stocked. For air, search for underground cavern pockets and regain energy from friendly clams and pods.



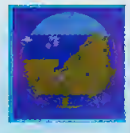




MASTER YOUR DOLPHIN ABILITIES

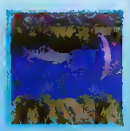


SONAR - A



Ecco's sonar is set to communicate with other life-forms and pick up special sounds from the glyphs. The sonar can be held to return the wave and show a map of the immediate area. It can even be used to push small crystals away.







DASH - B

By pressing the B button you will perform a speeding dash that can destroy enemies. This technique is also used to feed.





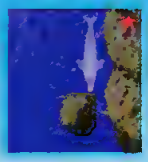
SWIM - C

Hit C to swim faster or repeatedly press C to build up more speed. With enough speed, you can jump.



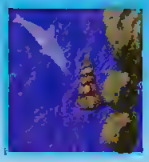
BE SURE TO LEARN THESE ADVANCED AQUATIC TECHNIQUES!

BLOCKADE



Follow the rocks to block the raging currents.

SHELL PUSH



Push the shell to get rid of the huge boulders.

BREAK



Certain obstacle can't be broken unless you use a heavy block.

PROTECTION

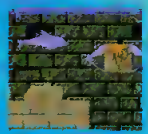


Later glyphs give you a limited shield. Learn to use them wisely.

There are many more dangers in the ocean.



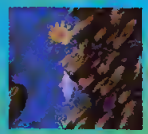
These long spikes bar your way.



Blocks hurt you but can be broken.



Ice blocks can crush you.



Spiked shells will pin you.

AQUATIC ALLIES AND ENEMIES

DOLPHIN



Gives friendly advice.

STARFISH



Can be used to break rocks.

JELLYFISH



Usually travel in groups.

ANEMONE



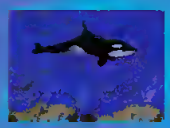
It will track you endlessly.

PUFFER



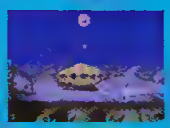
Swim in large numbers.

K WHALE



Has some valuable clues.

POD



Bubbles give extra life.

SHARK



Many kinds and real tough.

SEA VINE

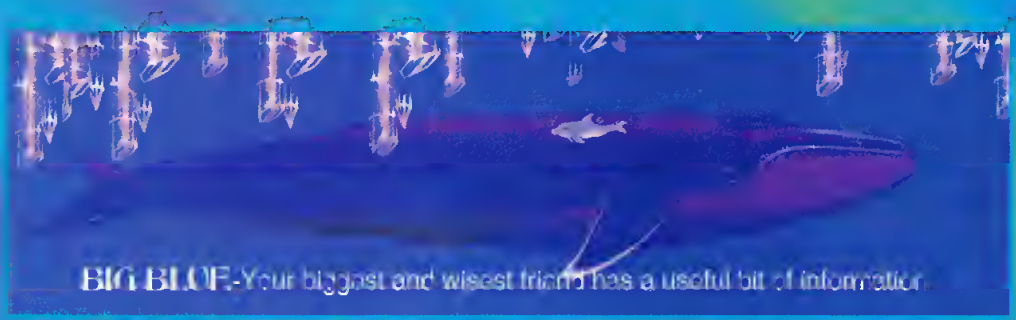


Tries to hold and drown you.

SEA HORSE

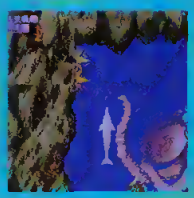


Avoid it or get bombarded.

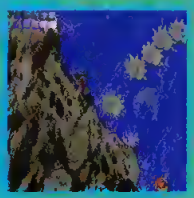


TROPICAL

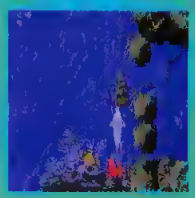
This first level gives you plenty of opportunity to explore. Practice your swimming and darting techniques and learn the methods of other sea life.



Swim slowly past this guy.



Pop the shells to remove them.



Use the shell to gain passage.

ICE WORLD

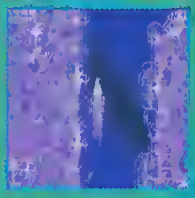
There are very few air spots and lots of large ice blocks that can squash you. Find the breathing holes and slide across the ice to find other areas.



Swim against the current to exit.



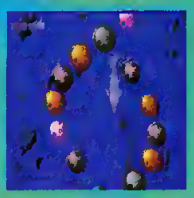
Watch out for tough crabs!



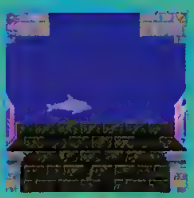
Don't get pinned by ice blocks.

ATLANTIS

The Asterite will tell you what needs to be done. It will send you back in time to ancient Atlantis. With this info will you be able to find your pod?



The Asterite will tell the story.



Check the library for clues!



Master advanced maneuvers.

GENESIS

STORY

Figuring out the story is part of the game. As Ecco you have been separated from your Pod. You must search for it by traveling through the ocean and back in time to ancient Atlantis, trying to learn the truth.

GRAPHICS

MARTIN 90%
HOWARD 96%

Graphics are as beautiful and colorful as a sea scape or sunrise. Crisp colors line the ocean floor.

AUDIO

MARTIN 82%
HOWARD 85%

Sea songs, dolphin calls and other sound effects emanate from the sea in a pleasant but average way.

CONTROL

MARTIN 92%
HOWARD 88%

There are a few jumps and techniques to master but they are designed to be challenging.

GAME PLAY

MARTIN 93%
HOWARD 95%

Many techniques and puzzles are presented throughout to keep the challenge and interest high.

MEGA REVIEW

95%

This is a very unique game that has a new idea for challenge rather than killing and blowing things up. Some of the missions can get repetitive, but the password feature lets you start and end as you please. This is not just for animal lovers, there is plenty of challenge and technique for all types of players.

- Howard Grossman



PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	12
% COMPLETE	100%

OPTIONS

Unlike the first version, there can be a two player simultaneous game. You can also race through the courses in a competition mode that is done using resolution compression.

ORIGINS

Obviously, this cart is a sequel to the original version. A lot of the play mechanics have stayed the same as in the first game. The bonus round is also reminiscent of Stun Runner, and the last level is very close to the air fortress in Strider.

MEGA REVIEW

Sonic 2 is a good sequel. The graphics have more detail in the backgrounds and characters. The game play is great and Tails is a cool alternative to Sonic as the main character. Overall the game has a lot to offer, but seems more straight forward than the first. I wasn't impressed by the first-person rounds.

- Martin Alessi

89%

SONIC THE HEDGEHOG 2

SONIC

SONIC SPIN DASH!



COOL ANIMATION!



The blue 'hog' is back with all new looks and animation!



TAILS

TAILS SPIN DASH!

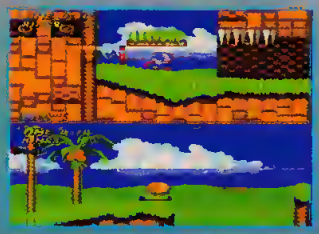


COOL ANIMATION!



The younger Sonic wanna-be is here to help!

SIMULTANEOUS TWO PLAYER ACTION!

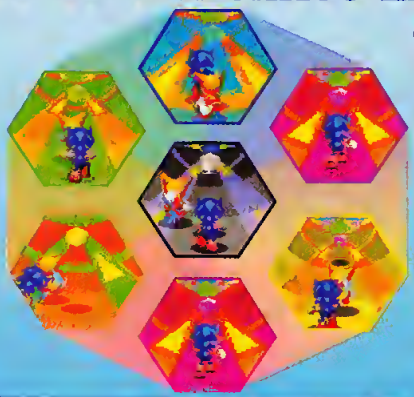


There are two ways that you can play this incredible cart. You can race a friend in the competitive split-screen mode, or play the game with the main screen and both heroes!



THE POWER OF THE CHAOS EMERALDS!

As in the previous versions of Sonic, there are chances to obtain chaos emeralds. However, in this one, they will not only provide a different ending to the game, but also change you into Super Sonic! Now it's time to rock 'n' roll!

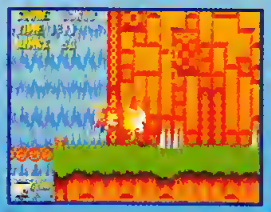


SUPER SONIC!





Get 50 rings for a blast!



LEVELS UPON LEVELS OF TOTAL ENJOYMENT!

EMERALD HILL ZONE



Cork-screw loops and other events await you here!

CHEMICAL PLANT ZONE



Make sure you don't get dunked in chemicals!

AQUATIC RUIN ZONE



The newest rendition of the Labyrinth Zone!

OIL OCEAN ZONE



Slip and slide your way through an oil factory!

CASINO NIGHT ZONE



Hit the slots and rack up rings in this pinball level!

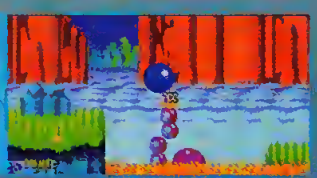
METROPOLIS ZONE



Flipping cage tubes and giant nuts will help you here!



There are still three more zones to go! The Mystic Cave, The Hill Top, and the Wing Fortress along with the Death Egg!



WHERE ELSE CAN YOU FIND SONIC MANIA?

SONIC CD!



The first pic of this hot action CD! Dynamite!

Sonic mania is just about everywhere, and don't think that it will end with Genesis! The Game Gear version is hot and in the stores now! Not only that, but check out the first picture of the upcoming Sonic CD! With games like these, Sonic mania is here to stay!

SONIC 2 GG!



The portable scene rocks with high speed action!

GENESIS

STORY

Robotnik is back! And Sonic is hot on his trail, and this time he has a friend with him - Miles (Tails) Prower. There are twelve grueling levels to get through, and seven bonus stages to beat! Can you defeat the Doc?

GRAPHICS

MARTIN 90%	Graphically there is a noticeable difference since the first Sonic. But the split screen is hard on the eyes.
HOWARD 88%	

AUDIO

MARTIN 83%	Much of the music will sound familiar and there are new tracks for each level. Boss music repeats itself.
HOWARD 85%	

CONTROL

MARTIN 92%	The control has slightly improved, but remains the same. The interaction is very accurate and quick.
HOWARD 90%	

GAME PLAY

MARTIN 94%	The addition of Tails and a 2-player mode is a welcome feature. The spin dash is also a nice change.
HOWARD 95%	

MEGA REVIEW

The addition of Tails is a great asset to the game. The split screen is a bit shaky but the Tails and Sonic combinations leave plenty of options. All the moves and playability of the first cart are here, but the levels seem somewhat less packed with enemies. There are tons of tricks and hidden coves to find.

90%

- Howard Grossman

GENESIS
MEGA FILE



PUBLISHER	U.S. GOLD
AVAILABLE	FEBRUARY
THEME	ACT/ADV
MEGABITS	12
PLAYERS	1
DIFFICULTY	HARD
LEVELS	6
% COMPLETE	90%

OPTIONS

In the options, you can choose from a variety of joystick configurations, difficulty levels (easy, normal, expert), a sound test and the text language.

ORIGINS

If you've played games like Prince of Persia and Out of This World, you know where Flashback comes from. The animation of the character is virtually identical to these games but with a lot smoother control than in these previous versions.

MEGA REVIEW

Wow! This is the best looking, best playing cart that I've seen in a long time. The graphics are phenomenal and the animation is so fluid you may think you're playing a Sega CD game. The music and sounds are topnotch. The game play is filled with puzzles and lots of strategy as well as intense action.

- Martin Alessi

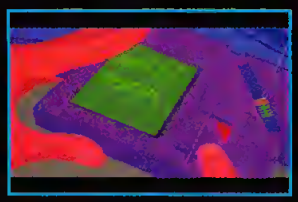
94%

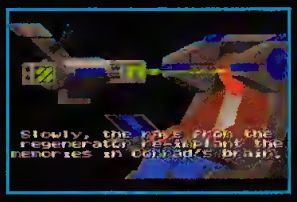
FLASHBACK

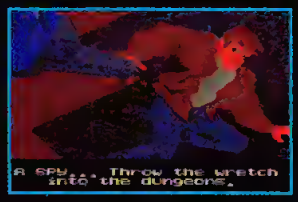


CINEMA DISPLAYS!



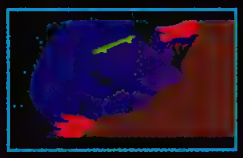


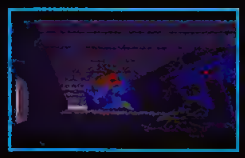


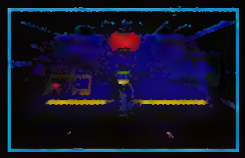


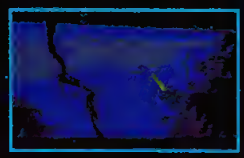
If you are a big fan of cinema displays, then Flashback has got you covered! After every important job is done, a spectacular cinema display unfolds to reveal even more!

From the beginning to the very end, Flashback is a game loaded with great animation sequences!

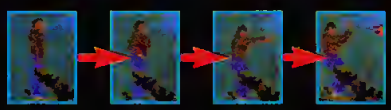








DRAW AND SHOOT



Where would a game be if you didn't have your trusty pistol?

JUMPING

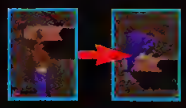


In most cases, you will need to leap across gaps or onto high ledges!

ROLLING



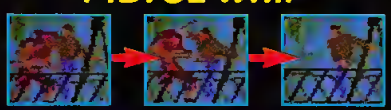
CLIMBING



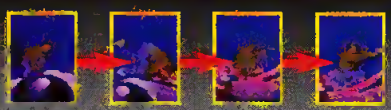
UNREAL ANIMATION!

Animation plays a big role in Flashback! Just by looking at the frames, you can see just how detailed and lifelike the animations are. It's a sight to behold!

PISTOL WHIP



LEARN SOME COMBOS!



Drawing your gun while coming out of a roll is a helpful combo to learn!

WELCOME TO THE JUNGLE!



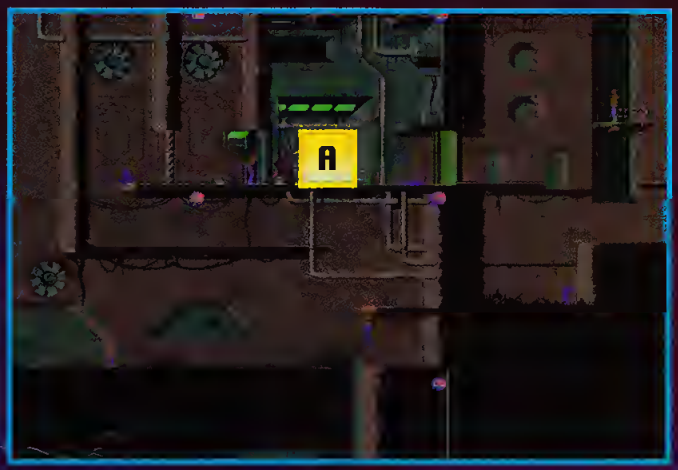
1) Pick up these stones to help distract the guards.
2) The old man is all the way down here. Find him quickly!
3) Get the cartridge here!
4) Credits are hidden here.
5) The holocube can help you learn more about yourself.
6) The I.D. Card is a definite must find.
7) The key can really help out.
8) Give this to the old man.

After a harrowing escape from the institution, you end up crash landing your hover cycle into a nearby jungle. Here you will face armed guards and robots.

Seek out an old man who can help you escape this land using an antigravity belt that he will gladly sell for a mere 200 credits! He also warns you of future dangers that may show up!

A FRIEND AWAITS YOU!

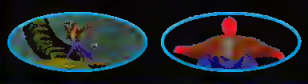
Your main goal in Asia is to locate Ian. He is the only one who can restore your memory. Once you sit in the chair, you can feel your life returning and you can now prepare yourself for even harder journeys. Ride the subway through the dark tunnels to reach the various locations in Asia. However, once you get your work permit and get a job, you must pick up a parcel in Asia and give it to another person in Africa.

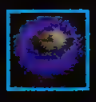


Your buddy Ian is located at the spot marked with an 'A'. He will restore your memory and prepare you for more challenging missions such as destroying an evil brain and heart. You can even enter a game show to win big credits!

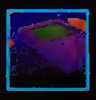
SURVIVAL TOOLS!

It's a tough world out there and you're going to need all the help you can get! By locating these items, you can greatly increase your chances of surviving this hostile alien world!

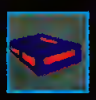




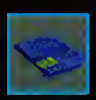
STONE
Attract the guards attention with these.



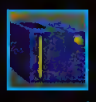
ANTIGRAV BELT
Use this to safely leap down to the base.



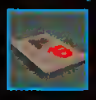
CARTRIDGE
Insert this cartridge to create a bridge.



CREDITS
Find the credits to help out in tough situations.

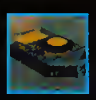


HOLOCUBE
Use it to find out why you are here.



I.D. CARD
When doors get tough, slip 'em this card.

KEY
If the card doesn't work, this key will.



TELECONTROLLER
A wounded man needs this handy device.

GENESIS

STORY

After escaping from an institution, you have crash landed in a jungle with no idea of who you are or why you're here. Now you must seek out your identity while avoiding all sorts of nasty traps set up by the guards.

GRAPHICS

MARTIN 94%
HOWARD 92%

The graphics are beautifully detailed and complimented with near perfect animation. Who needs CD-ROM?

AUDIO

MARTIN 89%
HOWARD 85%

The music is very well done and fits the mood of the various locations of the game. Turn up the stereo!

CONTROL

MARTIN 92%
HOWARD 88%

A little awkward at first, but once you're used to it, it becomes second nature and feels almost natural.

GAME PLAY

MARTIN 95%
HOWARD 92%

Perfection at its best! Conrad responds to every movement with very precise and accurate control.

MEGA REVIEW

This new type of playable cinema quality graphics is incredible. The game's animation is so fluid you'd swear you were watching a movie. There is also a cool musical score to follow the great graphics. This game will challenge both mind and reflexes with action and strategy galore!

- Howard Grossman

92%

GENESIS MEGA FILE



PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	75%

OPTIONS

There are tons of options in this game from lives, difficulty, and continues to controlling various setups. Several audio choices include music, sound effects and voice.

ORIGINS

This being the third game of Shinobi many of the wall bouncing, fighting, and ninja magic should have a familiar feel. Several techniques like jumping are similar to other games like Ninja Gaiden and Strider where the skills first appeared.

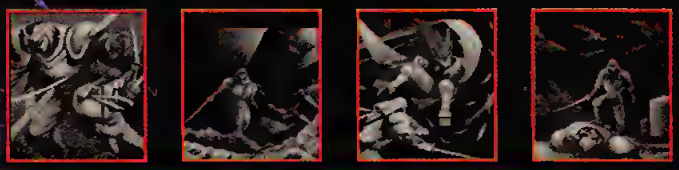
MEGA REVIEW

Being a fan of Revenge of Shinobi and Shadow Dancer, I enjoyed Shinobi 3 a great deal. The graphics are very good, though not as impressive as S.S. The music is above average and the voices are O.K. I like the game play a lot, and there are a lot of techniques to master. Great bosses add to the fun.

- Martin Alessi

85%

SHINOBI III



MASTER THE MOVES OF NINJUTSU



CLIMB
Go hand over hand.



SPIN
Fire somersaults.



SLASH L1
Swipe of the sword.



STAR L1
A chinese star.



JUMP KICK
Fly at enemies.



RUN N CUT
Running attack.



SLASH L2
Level 2 sword cut.



STAR L2
Flaming star.

IMPORTANT ICONS

MAGIC SCROLL
Increases one ninja magic.

HEART/LIFE
Boosts life by one bar.

POWER-UP
Increases all weapon power.

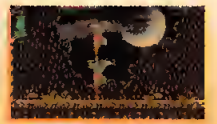
10 MORE STARS
Adds 10 more shurikens.

20 MORE STARS
Adds 20 more shurikens.

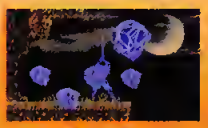
THE POWER OF ELEMENTAL MAGIC!



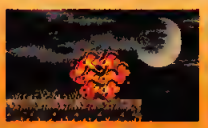
KARIU
A powerful circle of fireballs.



FUSHIN
Grants a wind-like jumping height.



HAKURIU
Rains a storm of ice shards.



MIJIN
Causes an earthly explosion.

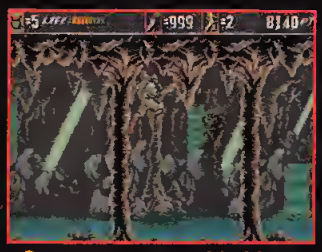


IKAZUCHI
Electrical shield of invincibility.



ROUND 1 THE CAVERNS

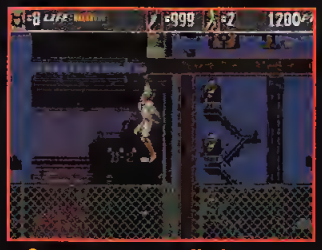
Filled with cliffs and rocky terrain, you must master jumping skills and learn to climb hand over hand to avoid holes. Your main enemies are tigers and other ninjas. Kill the big warriors using your sword.



Stay on top to avoid hidden pitfalls and ravenous tigers.



Kill this Samurai warrior by close hand-to-hand.



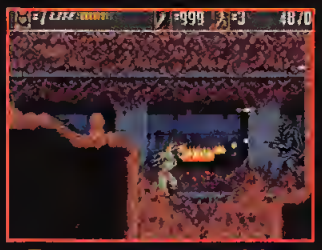
On the streets, climb to the top, ducking enemy fire.

ROUND 2 SKYSCRAPER

As you work your way along the perimeter of the building you'll have to learn to jump, bounce off a wall and jump again. Climb platforms and master your jumping to quickly pass this level.



Jump to the same height to beat this flying lizard.



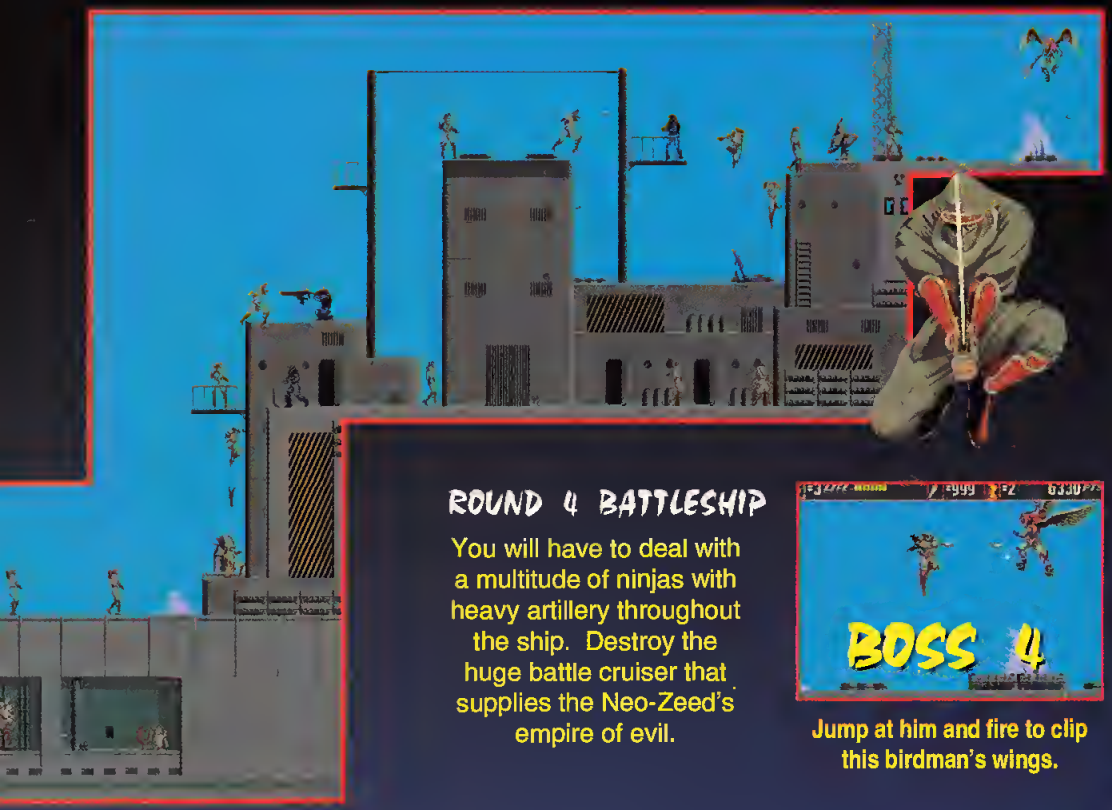
Traverse the narrow living halls while dodging ninja fire.



This heinous monster must be hit head-on to kill it.

ROUND 3 BIOFACTORY

Race through the living corridors of a biological factory. These passageways are small but the challenges aren't difficult. Battle to the bottom where the huge boss of living flesh awaits.



ROUND 4 BATTLESHIP

You will have to deal with a multitude of ninjas with heavy artillery throughout the ship. Destroy the huge battle cruiser that supplies the Neo-Zeed's empire of evil.

Jump at him and fire to clip this birdman's wings.

GENESIS

STORY

After Joe Musashi defeated the Neo-Zeed terrorists, he vowed to never fight again. With the resurge of the Neo-Ghost and his crime organization, he is forced to take sword in hand and strike down this evil.

GRAPHICS

MARTIN 82%	Graphics are a bit dark but add to the overall ninja mystique. Colorful and creative, they fit the game well.
ROWARD 87%	

AUDIO

MARTIN 72%	Accompanying the game are realisitic sound effects and a fast-paced musical score that get the action going.
ROWARD 80%	

CONTROL

MARTIN 77%	Control is responsive and is more demanding than average action games. May be tricky to master.
ROWARD 75%	

GAME PLAY

MARTIN 90%	There are many key techniques to master like wall bouncing and running attacks but it lacks power-ups.
ROWARD 88%	

MEGA REVIEW

Like its Shinobi predecessors, this game features many interesting moves and techniques that enhance the action. However, the control may be a bit frustrating at times and somewhat taxing on the thumb. Graphics and sounds add to the total ninja mystic effect and make it a game worth mastering.

- Howard Grossman



PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

There are several options such as four players to choose from, four difficulty levels, a two player duel or two player simultaneous, along with numerous other options.

ORIGINS

As a sequel to the first Streets of Rage, this game has a similar fighting style with a few new twists. Two of the original characters and two new faces mix old with new to add some variety. Moves still have a similar execution and feel.

MEGA REVIEW

This is definitely one of the best games in this genre for the Genesis. The graphics are very good and the animation superb. The music is complex and upbeat, and the sound effects are great. The moves are simple and there are enough techniques to keep it from getting repetitive. A solid cart.

84%

- Martin Alessi

STREETS OF RAGE 2

LEVEL 1- BAR BRAWL

You start off level 1 in the streets fighting thugs. The mid boss here is a knife-toting punk. After slicing him up, work your way through the bar to a good old-fashioned alley fight.

LEVEL 2- BRIDGE

It's a brawl on the bridge as crazy cycle driving thugs attempt to make you a road kill. On this level try to stay in the air to avoid any bombs and unfriendly motorists.

LEVEL 3- ALL ABOARD

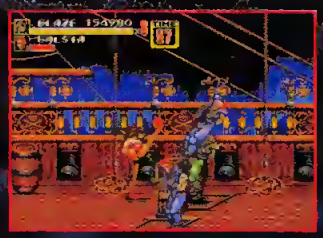
Fight aboard the pirate ship where the mates are armed to the teeth with knives and daggers. Then battle through the misty swamp to take on a bunch of mutant monsters.



He likes to play with knives, especially in your direction.



Jump kick the reckless motorcycle-riding maniacs.



Kick these clowns as you move across the pirate ship.



This country gal is a thug in disguise, watch her whip.



Break the barricades for power-ups and money.



Punch this mid boss in the head to take it out.



Watch out for his knives. He is deadly from a distance.



Jump kick this boss out of the air to send him down fast.



Use your power moves to handle this furious boss.

AXEL





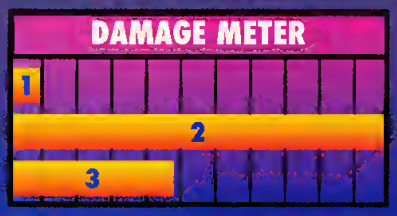
FLAME PUNCH
Press special for a high power single hit.



HURRICANE PUNCH
Push forward and press special to get a fury of fists.



CHARGE UPPERCUT
Forward twice and press attack to sock 'em hard.



BLAZE





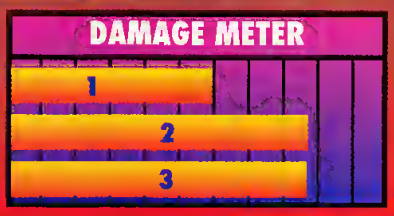
SLICE KICK
Press special to spin back with a slicing somersault.



FIRE BALL
Push forward and press special to shoot a fireball.



JACK KNIFE
Forward twice and hit attack to spin forward and cut.



SKATE

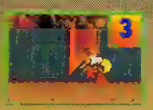




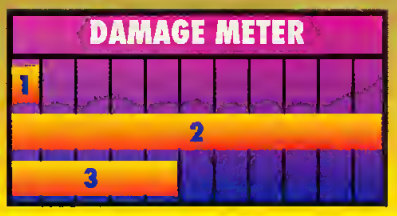
HELICOPTER
Press special for a back spinning attack.



SPINNING SPEAR
Push forward and press special to drill your enemy.



CANNON BALL
Forward twice and press attack to roll at your foes.



MAX





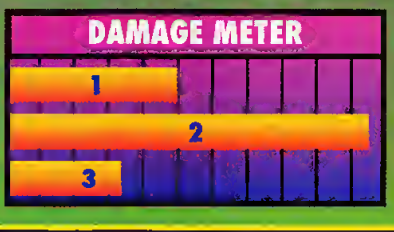
HAMMER SPIN
Press special for a front and rear spin attack.



SHOULDER DASH
Push forward and press special to charge at foes.



SLIDING TRIP
Forward twice and press attack for a low slide.



NOTE: The Damage Meter is an indication of damage inflicted by each move. The meter's limit is measured with the maximum being half damage or half energy loss.

WEAPONS AND POWER-UPS

SWORD	PIPE	DAGGER	KNIFE	1 UP	APPLE	CHICKEN
						
1/3 Damage	1/4 Damage	1/7 Damage	1/5 Damage	Extra life	1/3 Energy	Full energy

GENESIS

STORY

The crime syndicate under the direction of Mr. X gets its revenge by kidnapping Adam from SOR. Axle and Blaze joined by newcomers Max and Skate set out to rescue Adam and rid the city of Mr. X.

GRAPHICS

MARTIN 88%
HOWARD 85%

Plenty of background scenery and items show off the eight levels and multitude of characters.

AUDIO

MARTIN 81%
HOWARD 77%

Bass kicks out the soundtrack as high strung music and sound effects are pumped through the game.

CONTROL

MARTIN 83%
HOWARD 88%

Control is precise and allows for good execution of required moves along with all special attacks.

GAME PLAY

MARTIN 78%
HOWARD 75%

There are plenty of throws, moves, and special attacks along with a variety of weapons to use.

MEGA REVIEW

This is a solid action fighter with a good variety of moves and weapons. However, I found that the special moves gave you too much strength and made the game too easy. Less power and more technique would have made it more challenging. Still, it's a solid two player game.

- Howard Grossman

80%

GENESIS
MEGA FILE



PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

There are three different difficulty levels: practice, easy and hard. The practice level will only let you play a partial game. The other option is a controller configuration.

ORIGINS

This game is based on the comic book Chakan the Forever man. It all started when the author drew a cool character and created the story based on the rugged Clint Eastwood look. It went from a simple comic to a full-blown game.

MEGA REVIEW

This is one of the most original games that I've seen on the Genesis. The plot is really interesting and the game has a new play technique. At first the control is weird, but once you are comfortable the game plays very well. Look for tons of power-ups and options through the game. The music could be improved.

- Martin Alessi

87%

CHAKAN



DEADLY & USEFUL WEAPONS

Each weapon is found in the first area of each dimension.



PORTAL: A
The axe is required to cut through doors.



PORTAL: B
Cut through light barriers with the sickle.



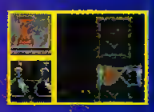
PORTAL: C
Use the hook to swing and climb on walls.



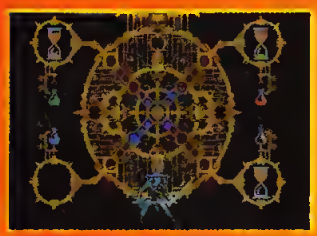
PORTAL: D
The hammer is used to break walls apart.

STUDY YOUR SPELLBOOK ALCHEMY

INVISIBILITY	SLOW MO.	RED FLAME	SUPER JUMP	LIGHTNING	EXPLOSION
					
Invisible to damage.	Slows time and foes.	Shoot balls of flame.	Double your jump skill.	Fry your enemies.	Kill all on screen.

INVINCIBILITY	ELECTRICITY	BLUE FLAME	ENERGY	WARP	TIME FLOW
					
Phase from any harm.	Zap any enemies.	Shoot balls of ice.	Restore energy.	Transport out of level.	Reverse time flow.

MILESTONES ON THE WAY TO DEATH!



As you progress through the game the wheel in the center of the map will keep track of your status. Each time you play, the portals will take you to different lands. There isn't any specific order that you must complete the levels and the game is a little different each time that you play. Some levels are far more difficult than others. You may want to power-up in the easier levels before attempting to conquer the harder ones.

BOSSES AND PROGRESS

These are the first four bosses of evil. They are indicated by the larger orbs on the wheel above. Each corresponds to a portal on the map. As you play through each level, Chakan acquires new weapons that he can use against the bosses. If you fail to complete a level in a certain amount of time, you will lose your weapon and be sent back to the beginning of the level. After defeating the first four bosses, four more levels will appear and you'll get to fight four more bosses.



Spider Queen - She has many attacks and is fast.



Elkenrod - A former healer turned evil.



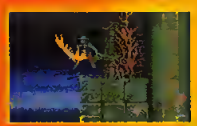
Mantis - Watch out for his menacing claws.



Dragon Fly -Don't let its dive attack push you off.

SPECIALTIES IN THE FOREVER EVER LAND!





Throughout the game you will encounter many mysteries. The various lands are filled with puzzles and you must perform certain actions to get passed some obstacles. There are lots of secret passages in the walls. Look for important rooms and shortcuts in all the walls. In some of the dungeons there are prisoners. Don't help them get out or they will try to attack you. Use your magic to pass the toughest section of the game with ease.



GENESIS

STORY

Chakan is a powerful priest with both magic and a sword. In a fit of greed he challenges death to a duel with the prize being immortality. Little did he know that his long life was to be lived in pain without rest.

GRAPHICS

MARTIN 85%
HOWARD 92%

Graphics are beautifully morbid with gruesome detail and sullen colors. A dark and dreary delight!

AUDIO

MARTIN 75%
HOWARD 83%

Since the game deals with death, it has a slow tone, sort of eerie but with a mysterious up tempo.

CONTROL

MARTIN 77%
HOWARD 80%

The controls take some time to master but really add to the game with advanced spins and double jumps.

GAME PLAY

MARTIN 89%
HOWARD 92%

With the crucial use of spells and weapons, there is plenty of game play to master and keep you busy.

MEGA REVIEW

Here is a unique theme and story where you actually try to die. You may run out of time and have to redo a level but there is no worry of continues. The are many different sections to complete and it can be very challenging. Its dark graphics and sounds create a new look that is a refreshing change of pace.

-Howard Grossman

GENESIS
MEGA FILE



PUBLISHER	TRADEWEST
AVAILABLE	SPRING
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	HARD
LEVELS	12
% COMPLETE	95%

OPTIONS

No options are available at the title screen except for the choice of 1 or 2 players. You can continue, but if one player dies in the two-player mode, both start over.

ORIGINS

This game seems to be an amphibian spinoff of T.M.N.T. The game is your basic punch-and-kick with a few fresh twists. It is a 16-Bit revamp of the successful 8-Bit Nintendo cart with little added or taken away.

MEGA REVIEW

I like Battletoads a lot. The game is almost identical to the NES version. The graphics are a bit disappointing and are not that big of an improvement over the 8-Bit. The sound is good, but not spectacular. Game play is where this cart really shines. Great two-player fun and 12 levels of toadal challenge.

- Martin Alessi

95%



TOADALLY TOUGH TECHNIQUES!!!



BIG FIST

Rapidly press attack and you'll finish the enemy off with a big punch.



BIG CLUB

Destroy the walking robot and you can use his legs as weapons.



BIG BOOT

Sometimes you'll finish off an enemy with a huge boot to the head!



SWORD

If you beat the bird, a sword will appear. Grab it and hack away.



HEAD RAM

Press right or left twice and hit attack. If the enemy is weak, you'll ram him.



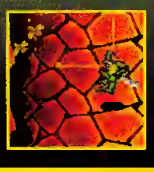
THROW

You can throw enemies, rocks and other items to survive.



WRECKER

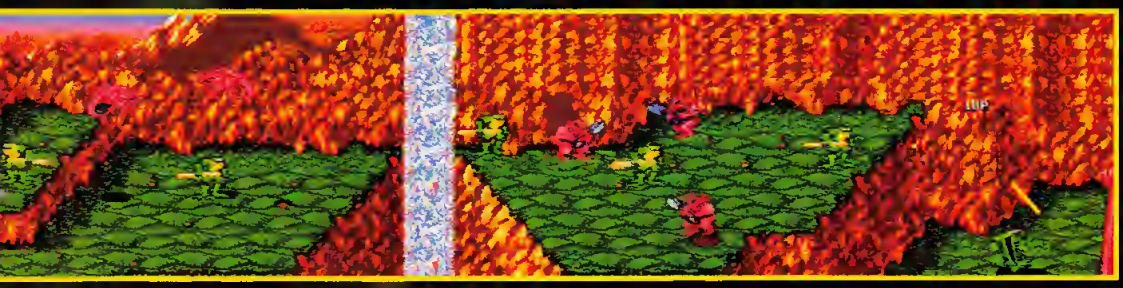
Hold against the wall and you can launch yourself like a wrecking ball.



EAT FLIES

Now and then flies will pass overhead. Catch them with your tongue.







MISSION MAP

As you progress from level to level, a map helps you keep track of where you are. This is only part of the huge world that you must complete.

LEVEL 1- RAGNAROK'S CANYON

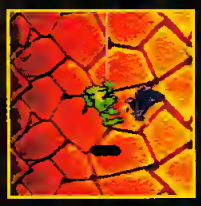


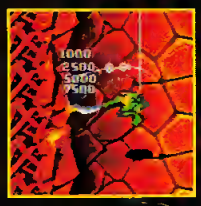
Descend from the S.S. Vulture and prepare for your first adventure. This level has everything from robots with stilts for legs to a wild dragon that you can hop on and ride. There are a few large jumps you must make, and a 1-up is located in the air after the last ledge before the boss area. Pick up rocks and throw them at the boss to defeat it.



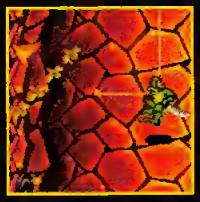
BOSS ONE

LEVEL 2- WOOKIE HOLE

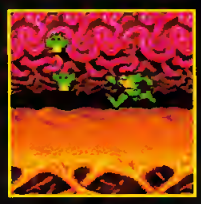




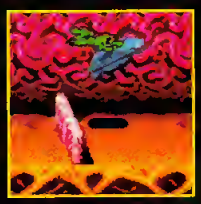
As you descend into the crater, try to collect the sword after killing one of the crows. After you get the sword, collect 1-ups by continually hitting them with the sword. Use the wrecking ball to survive.



LEVEL 3- TURBO TUNNEL



Inside the tunnel, space invaders will come and try to carry off your life bars . Smash the little buggers and then knock the life bars back into place. Later in the level, you will get to ride a hovercraft and make huge leaps over the pits below. This section is extremely intense and requires split second reflexes.



LEVEL 4- ARCTIC ZONE



While in the Arctic Zone, be especially wary of the assorted traps. Be very careful of the snowmen who throw snowballs at you! Hit them with your own snowballs to do them in! The ice is very slippery, so be careful of dangerous spikes.

LEVEL 5- WATER RAPIDS



This is another extremely intense level. You must avoid whirlpools and floating logs while jumping over the huge canyons on your super surfboard. At the end of the level, you get to fight the next boss in the game.

GENESIS

STORY

Princess Angelica and super cool Toad Pimple were out cruising the galaxy and were kidnapped by the Dark Queen. Now it's up to Zitz and Rash to rescue their buddies from the clutches of the evil wench.

GRAPHICS

MARTIN 74%	The graphics feature parallax scrolling in the backgrounds. Lots of animation for the main dudes.
NOWARD 70%	

AUDIO

MARTIN 70%	The background music is taken right from the 8-Bit with new instruments and better sound effects.
NOWARD 65%	

CONTROL

MARTIN 82%	The movement is very precise in most levels and you can control the special moves rather easily.
HOWARD 85%	

GAME PLAY

MARTIN 89%	The game play is filled with over 20 techniques and lots of different situations. Two player mode is a blast.
HOWARD 87%	

MEGA REVIEW

This is almost an identical version of the 8-Bit NES version. The only problem is there is really nothing new. The original Battletoads was an incredible game and this one is equally as good however, it's sort of a let-down considering the power of the Genesis. Yet, there is still plenty of toad action.

- Howard Grossman

GENESIS
MEGA FILE



PUBLISHER	ARENA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	100%

OPTIONS

Besides the control pad, players can also use the Menacer gun for accuracy and realism. You'll feel as if you're actually in the field of battle against the T-800's.

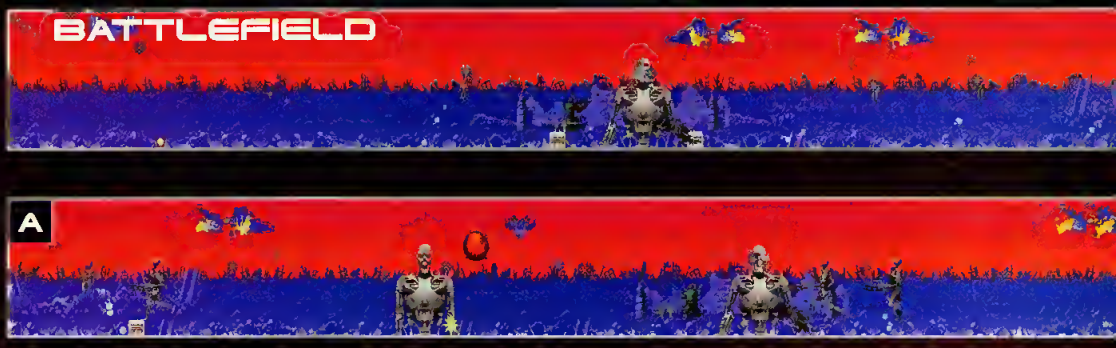
ORIGINS

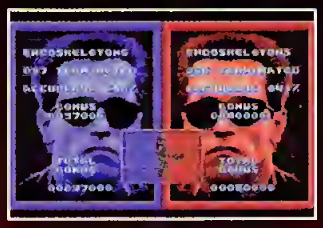
This game has the same feel as the classic arcade game Operation Wolf. Fans of the combat shooter will find it easy to get into the game and start blasting away at the T-800's programmed to kill the future resistance leader John Connor.

MEGA REVIEW

I was looking forward to this cart, and am sad to say that it is a bit disappointing. The graphics are OK, but I was expecting a little more detail in the backgrounds and explosions. The game play is repetitive and there are only a few cool scenes that make up for it. The Menacer just isn't precise enough yet.

- Martin Alessi

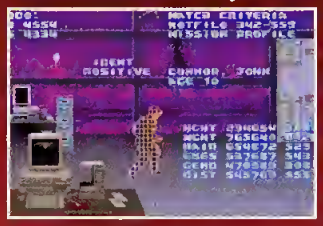




After each level, performance stats go over all your kills!



Be quick to hit the bombs thrown at you!



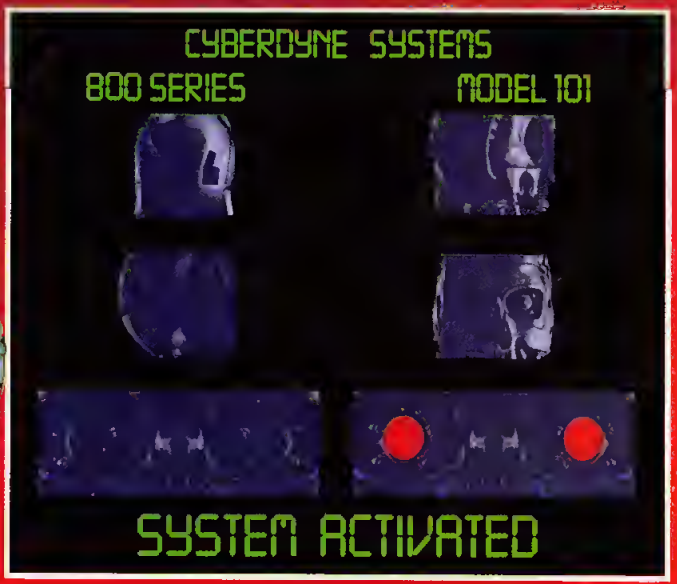
Identify John Connor and destroy the terrible T-1000!

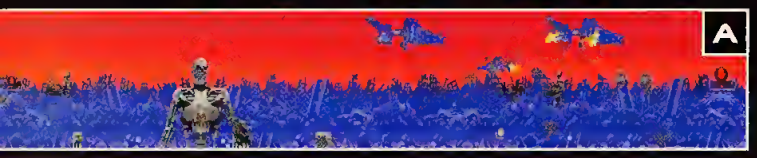
RESISTANCE ARTILLERY

- ARTILLERY BOX — Hit it for weapons
- COIN — Extra continue
- POINTS — Bonus points
- COOLANT — High efficiency rifle
- GUIDED MISSILE — Homing weapon
- RAPID FIRE — Increased firing rate
- SHIELD — Reduce damage
- SHOTGUN — Use to kill T-1000
- PULSE RIFLE — Double firepower
- SMART BOMB — Destroys all enemies

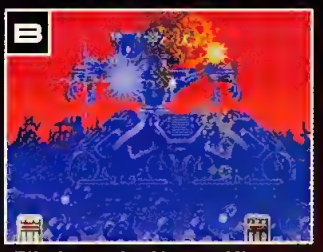








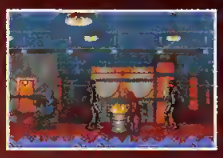


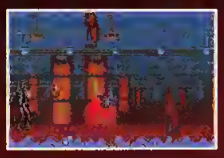


Eliminate the Hunter Killer boss by destroying the head, torso, arm, and cannons!

MORE DANGERS TO FACE!

RESISTANCE HIDEOUT





Terminator units will infiltrate the hideout. Watch out for humans as you shoot!

TRIP TO SKYNET

Lots of Aerial HKs and T-800s will try to stop you from reaching the Skynet complex!





CYBEROYNE SYSTEMS





Destroy the data in the Cyberdyne building, then snatch the chip and T-800 arm!

LOS ANGELES FREEWAY

Shoot down and prevent the T-1000 from ramming into the van on the freeway!

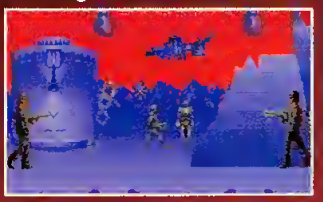




SKYNET



The shoot-out gets heavy. Tough it out to make it...



... all the way to the super defense computer, Skynet!







Get through the 3 level defense of the Skynet system and the war will be half over. On to the present!

FINAL SHOWDOWN AT THE STEEL MILL





Freeze the T-1000 with liquid nitrogen from the tank, then finish him off by blasting him with the steel-collecting shotgun shells. If you miss too many times, J. Connor will die!

HASTA LA VISTA, BABY!

Many T-800 terminators will sneak right up to your face, determined to put an end to the Resistance. So let them have it by blowing away the skin tissue off their endoskeleton frame.







GENESIS

STORY

Evil T-800 terminator units have been sent from the future to kill John Connor, the man destined to lead the resistance against the machines. Your job is to destroy all potential threats to his life!

GRAPHICS

MARTIN 75%
HOWARD 89%

If you've played the arcade game, then you'll be amazed at how close the graphics are to the coin-op!

AUDIO

MARTIN 72%
HOWARD 69%

Digitized voices accompany the awesome sound effects with bass-pounding, apocalyptic explosions!

CONTROL

MARTIN 68%
HOWARD 65%

Control with the pad isn't as easy as the Mencacer, so it will take getting used to. Gets easier with time.

GAME PLAY

MARTIN 66%
HOWARD 73%

Power-ups a plenty for devastating results. Don't get too greedy or you'll get burned!

MEGA REVIEW

This coin op. translation has retained the look but not the feel of the game. The control even with the Menacer is slow to react or seems to wander off its mark. The graphics look cool but the power-ups and weapons should be displayed on the screen to have a big impact. A bit tricky to play but a fun blaster.

- Howard Grossman

SEGA CD MEGA FILE



PUBLISHER	JVC
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	100%

OPTIONS

Three main options are available. They include a controller setup, music and sound effects. There is a password feature to let you continue at each completed level.

ORIGINS

A bit like Mario in its jumping and sliding techniques with a bit of the Adventure Island's feel. It's one of the first games to use a canine hero from outer space. The story line is similar to Superman's escape from his home planet to Earth.

MEGA REVIEW

Wonder Dog is one of the first Sega CDs that I really enjoyed playing. The game play is very good, and borrows certain elements from Sonic and Mario. The graphics are colorful and bright and a touch of humor keeps things fun. The cinema displays are impressive and are a taste of things to come from CD-ROM.

- Martin Alessi

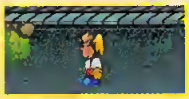
87%

WONDER DOG



COOL FEATURES

Invisible Ledges



Paths lead to hidden areas.

Bonus Rooms



Find tons of gems and power-ups.

Energy Display



Cute new energy meter.

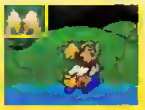
PICK UP THESE PUPPY POWER-UPS

SMILEY



Shows all invisibles.

WINGS



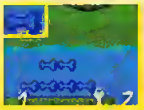
Regain all life force.

TORNADO



Invincible to traps & foes.

BONE



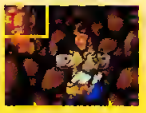
Bonus at end of level.

1UP



Regain all three lives.

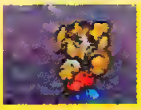
GEMS



Massive point boost.

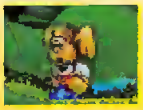
COOL CANINE MOVES & ANIMATIONS

THUMBS UP



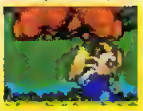
End of level animation.

WAIT



Resting animation.

CROUCH



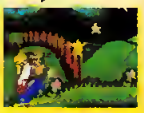
Duck under rocks.

FLOAT



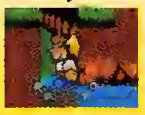
Temporary hover ability.

SHOOT



Bounce stars at enemies.

DRILL



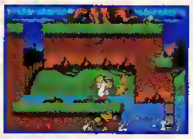
Cut into soft ground.



BUNNYHOP MEADOW

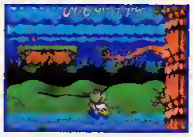
Take on rabid rabbits, crack pot ducks and mangy mutts as you begin your journey back to your home planet K-9. There are hidden paths you can take to find special items and power-ups. The mid boss will launch its head at you. Avoid and attack with stars. The boss of this level is very simple to defeat.

LEVEL 1-1



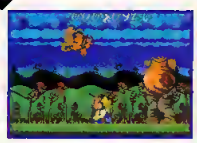
The hidden path is an extra level.

LEVEL 1-2



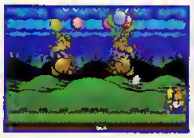
You need jumping skill in the trees.

MID BOSS 1



Watch the head, go for the body.

BOSS 1



Pop the balloons one guy at a time.

DOGSVILLE

Look out for alley cats springing out of trash cans and car trunks. Also beware of the tough and tenacious Boxers! There are plenty of hidden power-ups on this level. If you get the invincibility icon, run for it. Try to gain as much ground as possible before it wears off. The mid boss and the boss are huge!

LEVEL 2-1



Boxers take many hits to K.O.

LEVEL 2-2



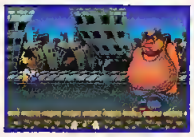
Grab the invincibility and run!

MID BOSS 2



Watch her rolling pin and aim high.

BOSS 2

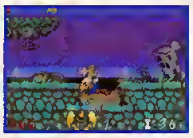


Stay clear of his smoke and shoot!

SCRAPYARD

Battle through trash, alley cats and junkyard dogs as you bounce your way through the city on your way back to your people. This world has a hidden round in it. Use the drill technique to find the hidden round under the ground. The third boss is very tough and fills almost half of the screen.

LEVEL 3-1



Use beds and chairs to get a lift.

LEVEL 3-2



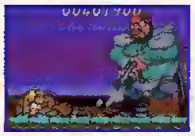
Time the tires to avoid damage.

LEVEL 3-3



Drill here for a special round.

BOSS 3



Jump the shells, shoot as he lands.



SEGA CD

STORY

When his home planet Kinus is overrun by bull-dogs, a puppy escapes and is sent to Earth. This canine soon finds out that he is just an ordinary dog on Earth and that his powers must be used to save his home planet.

GRAPHICS

MARTIN 85%	The graphics are filled with cartoon colors. Many wacky levels abound on this journey home.
HOWARD 90%	

AUDIO

MARTIN 82%	CD sounds are strewn throughout the game as would be expected. Plenty of effects and tracks.
HOWARD 85%	

CONTROL

MARTIN 88%	There are a few moves that require greater control experience but overall control is sharp and easy.
HOWARD 85%	

GAME PLAY

MARTIN 84%	Star tossing, and ear flapping are two of the techniques that keep the game play novel and fun.
HOWARD 80%	

MEGA REVIEW

More than just a cute character game, there are numerous hidden bonus rooms with power-ups, points, and lives. As an added bonus there is even a hidden level that can only be reached by drilling in the right spot. Full of CD sounds and colors, this game has a lot to offer. Advanced players may find it easy.

- Howard Grossman

GAME GEAR MEGA FILE



PUBLISHER	ARENA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	2
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	15
% COMPLETE	100%

OPTIONS

Not too many game options are available in this version. The only configurablilty is audio. Music and sound effects are the only real options from the start-up screen.

ORIGINS

A classic style action game with shooting and jumping techniques vaguely related to the Contra series. The key element of prisoner rescue missions on a time limit closely corresponds to the concept of Alien Syndrome.

MEGA REVIEW

One of the most impressive GG carts I've seen. The graphics are good for a tiny screen and detailed cinema displays are presented throughout the game. The sound is a bit weak, but still OK for an 8-Bit portable. The game play is great and proves to be very tough, if not unfair at times. Cool power-ups, too!

- Martin Alessi

89%

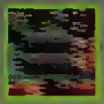
ALIEN ICONS



MACHINE GUN CLIP
Reload your machine gun to the max with 199 shots.



MULTI POWER-UP
Supplies 10 flame cans and 10 shotgun shells.



SHOTGUN SHELLS
Pick this up for 10 more powerful shotgun shells.

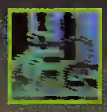


BATTERY BACKUP
This will recharge your scanner with 100 more units.



HEALTH RESTORE
If you take too much damage, get this 20 point health bonus.

DEADLY DAMAGE



ALIEN ATTACK
Any alien encounter will rob you of 15 points of health.



FREE FALLING
A far fall will cost you 5 points of damage, so be careful.



FACE HUGGER
It will attach itself, sucking 1 point of damage until removed.



HIDING ALIEN
These pop out of walls and ceilings for 5 points of damage.



PIT OF DEATH
This pit may have a bottom, but to touch it means certain death!

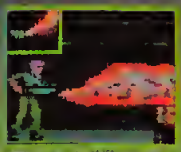
WEAPONS & TOOLS OF SURVIVAL

MACHINE GUN



Takes 4 shots to kill the aliens.

FLAME THROWER



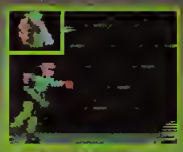
Can create continuous flame.

SHOTGUN



Kills aliens in a single shot

GRENADE

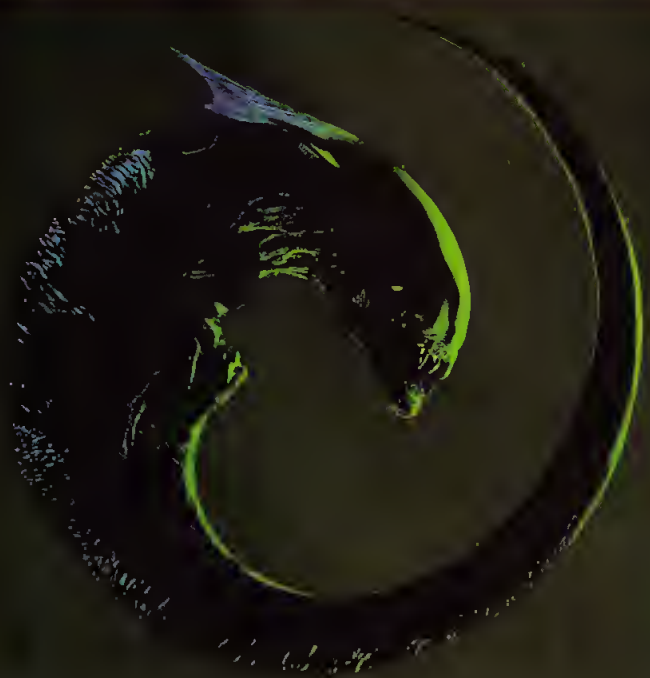


Toss these in tricky spots.

ALIEN SCANNER

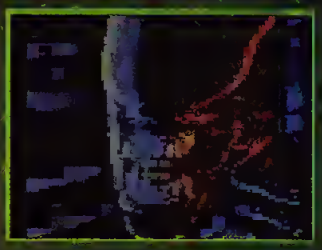


Shows where the aliens hide.

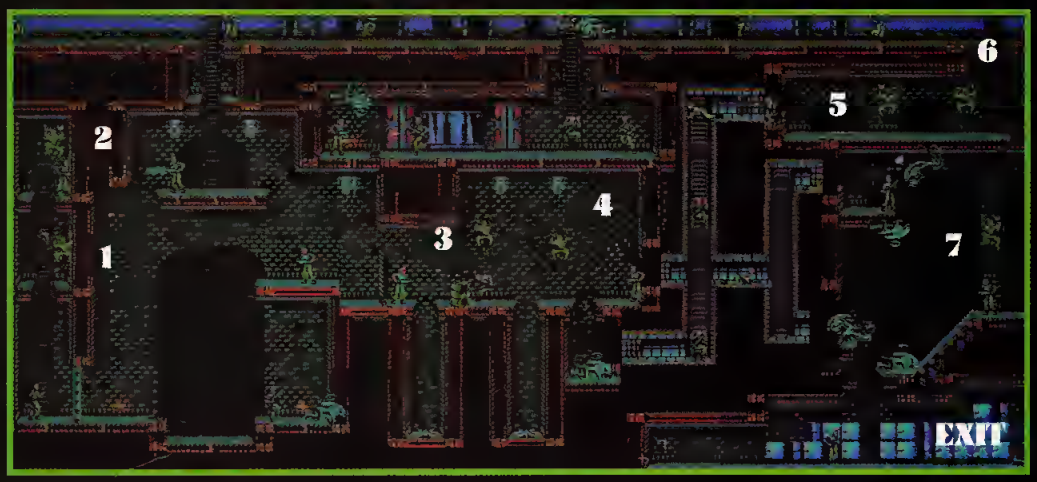


GRUESOME CINEMAS





ALIEN 3



LEVEL 1

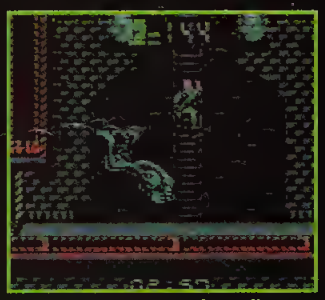
On the first level stock up on weapons. You'll need all the firepower you can get for later levels. This is also a good place to practice your moves.

STRATEGY

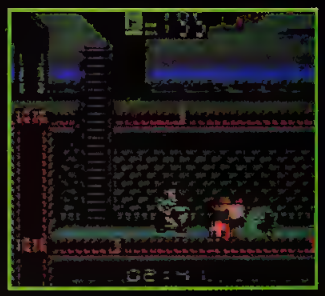
The idea of each level is to find each hostage as efficiently as possible. That means do as little backtracking as possible. For the first level, follow the numbers on the map above to find the most efficient path to collect the 7 prisoners in under three minutes. There is also some extra power-ups at location A if you need them.

LEVEL 2

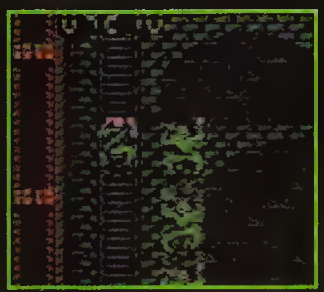
This level introduces the two new enemies, the chest-bursting face hugger and the wall-popping aliens. There are 6 prisoners to rescue in four minutes and it can be challenging if you don't plan your path wisely.



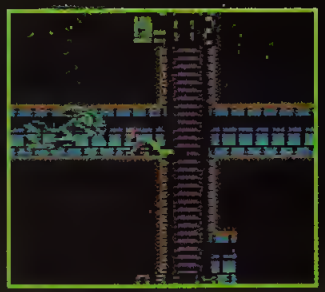
Watch out for falling aliens that catch you by surprise.



Duck down and shoot out the pods before the aliens hatch.



Sometimes you must jump to pick up the hostages.



The aliens may hide in pipes; approach them straight on.

LEVEL 3

The mission this time is to get 11 prisoners in only four minutes. There is only the Alien to challenge you, but it is much faster and more aggressive. There are also tons of pits and tricky jumps, so stay calm and go ballistic!

GAME GEAR

STORY

Loosely related to the movie of the same name, the game stars Ripley as the bald-battling alien killer. She must search the planet for prisoners and free them before time runs out, all the while fighting the Aliens.

GRAPHICS

MARTIN 78%
HOWARD 70%

Graphics are a bit blurry and weak but for a portable they are relatively good. Alien effects line each level.

AUDIO

MARTIN 71%
HOWARD 65%

The music and the sound effects are decent but can become monotonous. Still,it adds to the alien effect.

CONTROL

MARTIN 74%
HOWARD 67%

Control is precise and accurate enough to make it fun and interesting to play. Jumping takes some skill.

GAME PLAY

MARTIN 83%
HOWARD 77%

Game play is boosted by the multitude of weapons and the use of the alien scanner.

MEGA REVIEW

This is one of the better Game Gear games. The levels can be challenging both by time limits and traps. There is also a variety of weapons with different range, power and uses. The status display bar is a nice feature that shows the current state of ammo, hostages, health, etc. Get psyched to fight the xeno-pests!

- Howard Grossman

69%

GAME OVER!

SONIC THE HEDGEHOG 2

SONIC AND ROBOTNIK MEET AGAIN!

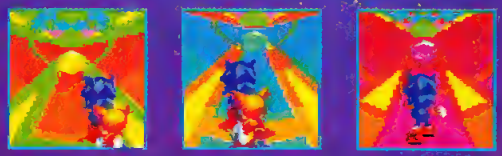
Sega's fast little critter is back to fight his old adversary Doctor Robotnik! This time the doc has a few new surprises, like the Mecha-Sonic and the nearly indestructible Death Egg, up his sleeve to end Sonic's life. Both Sonic and Tails have their own ending and for the ultimate challenge, try for the golden Super Sonic ending!

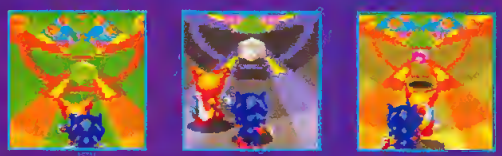




This is the target. It shows where Robotnik lands.

Robotnik's Death Egg has a rather simple pattern. First follow Robotnik to his creation. He will start to walk toward you, but keep away from him until he jumps. He will then start targeting you. Lead his target to the far right side, and when he lands, hit him! Run to the far left side, and wait until he jumps again. Keep up this pattern, and in tens hits, he'll croak!









COLLECT ALL SEVEN CHAOS EMERALDS

TAILS' ENDING

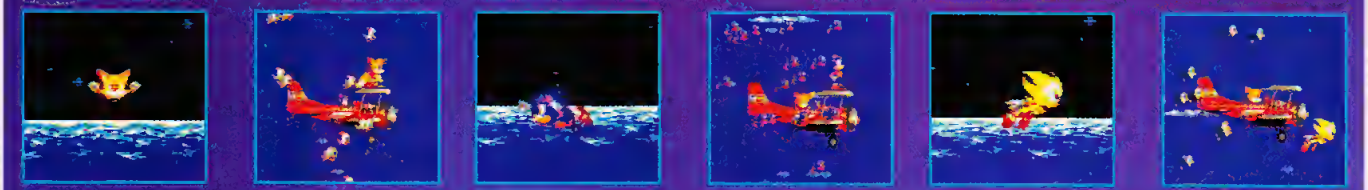


SONIC'S ENDING



SUPER SONIC'S ENDING







LIMITED TIME OFFER! ACT NOW!

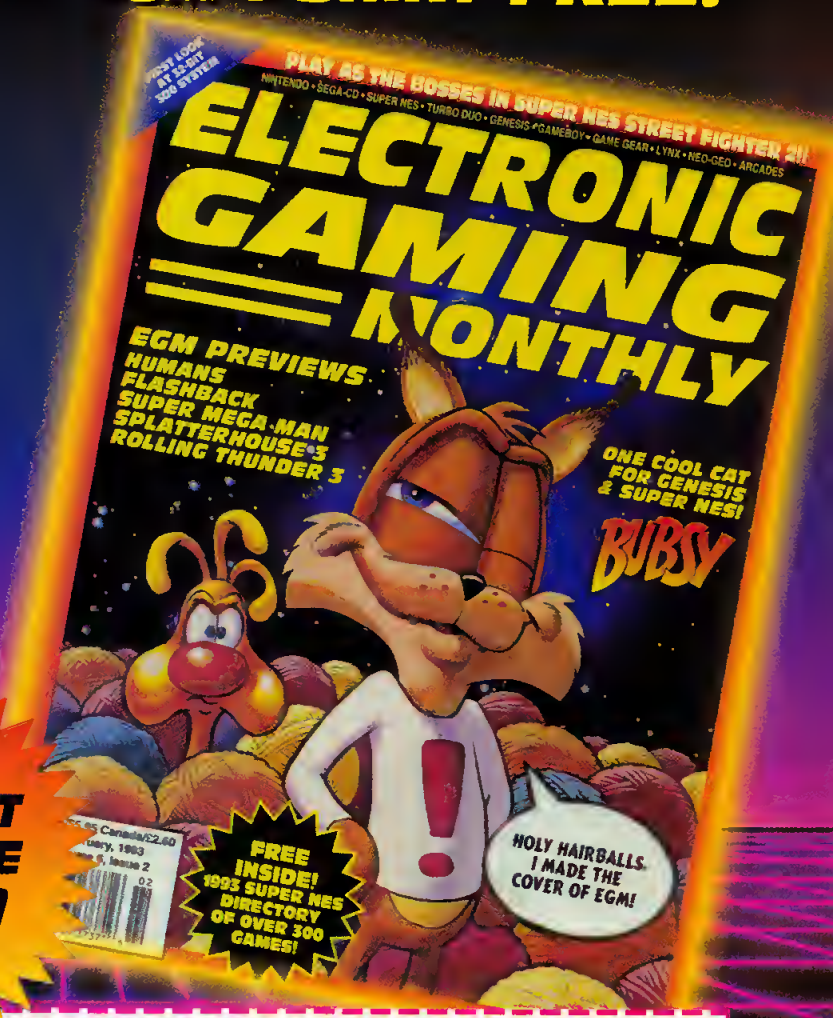
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